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YOUR SINCLAIR

The cheekily Speccy magazine

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GADZOOKS! The +3 Musketeers ride again!



IT'S THE YS COMPLETE GUIDE TO 3D GAMES

FAR OUT, MAN!

It's the equivalent of the little fridge light, this message. No, really. I mean, does it continue to exist when the tape is obscuring it? Obviously you can read this at the moment, because the newsagent is keeping the tape safe. (I'd go and ask for it if I were you – it's got the Number One Game of All Time slumbering within.) However, once you put the tape on this small black box, is this writing transported to another dimension? It's a fascinating philosophical conundrum.



Extrude to page 34

Those daring Simpsons save the world • Keep in trim with 4-Most Super Sports • It's a Ones That Got Away spectacular! Superted, Spy vs Spy 2 and Moving Target dodder into view • Make all the right connections with Dial Hard • Adventures goes out with a bang • Professor AJP Taylor examines the dissolution of the monasteries • Er, not really

You start the row 06

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YS

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CONTENTS JUNE ● 90

SPOOK! LOOK AT THOSE GAMES!

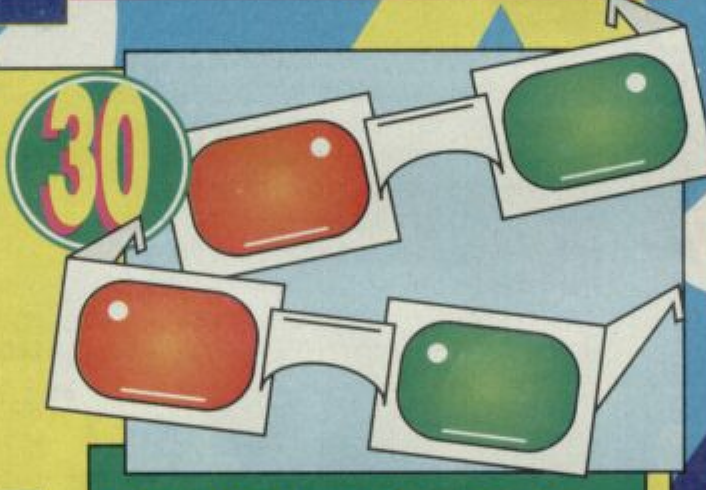
REVIEWS





AND IN REPLAY:

THE REGULARS



The YS Complete Guide To... 3D Games

Vector graphics, isometric 3D, even a couple of games where you had to wear those funny glasses. It's all here! Everything! Probably.



The +3 Musketeers

Ho for feathery hats and big boots! Our ridiculously knowledgeable trio of swashbuckling cavaliers clean up Dodge City of disk errors! Or something like that, anyway.

NEXT ISSUE ON SALE JUNE 1ST

June the 1st be with you! (Doesn't really work, does it?)

YOUR SINCLAIR ABC 20,775

And damn proud of it!

Editor Jann Not-a-Hash (8,4) ♥ **Art Editor** Steady On, Dun (4,7) ♥ **Contributors** Drab le Rain (5,6), Ion, cos me OK (5,5), Eros More Sin FT (5,9), Rave dodleg (4,6), Lend His Moni (5,6), Kit Pemm (3,4), Agh! Video yel (5,7), MC Ladle Chip (4,8) ♥ **Deputy Ad Manager** Rack or jag. Fie! (6,7) ♥ **Production Co-ordinator** Lock orb, teach (9,5) ♥ **Ad Design** Cor, tofu sickle-o (6,8) ♥ **Lino Bods** Rage v Mork (4,5), Rap son sheath (5,7) ♥ **Production Technician** Stick chores (4,7) ♥ **Scanning** Word mini sons (5,7), Room One J (3,5), 'Im do chin ten nets (5,10) ♥ **Publisher** Limp beacon LCL (5,8) ♥ **Promotions Manager** At war drama (6,4) ♥ **Group Publisher** Gang him, Reg (4,6) ♥ **Circulation Director** Lah, ruse yet (3,7) ♥ **IRA noisy curl (4,8), Up blushing fit rue (6,10)**, 30 Monmouth Street, Bath BA1 2BW. Tel (0225) 442244, fax (0225) 446019 ♥ **Managing Director** Hone crass rind (4,8) ♥ **Printers** Reverse dips, sir (9,5), Gillingham, Kent ♥ **Back Issues** Rift up in blush gush (6,10) Ltd, Somerton, Somerset TA11 7BR. Tel (0458) 74011 ♥

ISSN 0269 6983 ♥ Rode tram of moc (9,6), Said ma can trot (6,6), Amiga Fromat (5,6), P-cups, LW (3,4), Spews narc (2,7), EGM, a? (4), Lupe prays (5,4), LC pups (2,4), Wage o' reps (4,5), O ar – 'e maw pig (5,5), I pop game rash (5,6), Sad clics, C? (7,2), Let Ned face R (11), Cynic L plugs (7,4), K-BUM (4), Rest same mag (11), Form pact (2,6), Fat storm (2,6), At lot (5), VA slurp a can (7,4), Now dood go working (4,11), Card come up L (9,4), C if suture 'um (6,5), Foam C mart (3,6) and Rich CS rots set (5,8) all disown YS.



BEAUT BOX

What a tape! Not only do we have a fun zap game, another silly adventure, our second PD megademo, Pokerama and a dead mysterious bonus prog, but also the Number One Game of All Time! Tell your granny!



DEATHCHASE rockets into first place just over there!



The year: 1999. The game: er, 1999. The page – five. Turn over and load up!



Page five also hides THE BOGGIT, PART ONE. Erk!



NMI 3 – NO PANIC is on page six.



Turn to page six for the mysterious YS2 as well!



POKERAMA hacks away on page six.

3D DEATHCHASE

YS TOP 100 GAME

Zeppelin

COMPLETE GAME

Well, we've got it. The pinnacle, the zenith, the tipmost-topmost of a ten-thousand-strong heap. According to that nice Mr Campbell (who should know about such matters, being Britain's Best Gameplayer or something), you can't load a better game than *3D Deathchase*. In fact, since that nice Mr Campbell has already written at length on how good *Deathchase* is, why not just reprint his comments from issue 74, eh? No objections from the gallery? Good.

Written in 1983 in just 9K of memory, *Deathchase* puts you on a motorbike in a forest, with no purpose in life other than to chase other characters on motorbikes and kill them for bounty money. Your enemies don't shoot back at you (not even the bonus point tanks and helicopters), there are no power-ups, no end-of-level bosses, and the only things which can kill you are the trees of the forest itself. They don't TRY to kill you, of course, they just stand there, growing leaves and photosynthesising and doing whatever it is that trees do over the countless millennia, and wait for you to crash headlong into them at full tilt. And you will. The



Look, I don't care if it is the world's greatest game with addictive qualities beyond compare – I say the rider's hands are the wrong way around.

inanimate nature of your only enemy gives *Deathchase* addictive qualities which are almost unimaginable to anyone who hasn't played it. Y'see, when you get killed in *Deathchase*, it's nobody's fault but your own. The trees don't move, nothing shoots at you to distract you and you can even slow down or stop to catch your breath.



Basically, there's no excuse for getting yourself splattered all over the forest except your own carelessness and impatience.



Great scott – an entirely new species of tree! It seems to bear some resemblance to the common maple, but has an entirely different leaf structure. Possibly it's a mutation. (Crash.) It's a hardwood, anyway. Haha. (Dies.)

Which means, of course, that the next time you play, you won't make any of those silly mistakes. Will you? Well, of course you will. The thing is, the game is so utterly simple (I mean, 'avoid the trees', it's almost insulting) that you don't see any reason to slow down, you can't accept that your skills as a games player aren't equal to such a laughably straightforward task. So off you go at top speed again, whizzing through the forest in fine dramatic style until you remember that you've got enemies to chase. so you swerve after them with your bullets zipping past just centimetres away, edge just that bit further over to get them into your sights, and BLAM! Another faceful of bark. There's more... *(Very large portion cut, the gist of which is you drive at night every second level, and there are also bonus tanks and helicopters that drift temptingly across the horizon, just daring you to lose concentration for a split-second while you fire at them. Ed)*

Doesn't sound like much, does it? Bikes, trees, bonus targets and crashing. (Lots of crashing.) Only two real controls, hardly any sound, totally basic character-square graphics and gameplay your dog could probably learn. I'm probably talking rubbish, all those years in front of flickering screens have probably destroyed my mind. It can't be that good really. So why not prove me wrong? Why don't you give it a try? What have you got to lose? Except the rest of your life, that is... *(Er, thank you Stuart. Ed)*

CONTROLS

Kempston joystick or keyboard.
1 – left, zero – right, 9 – accelerate – 8 decelerate (but you really don't want that one at all), SPACE – fire.
Oh, and Deathchase is incredibly (and uniquely as far as we know) clever in the way it handles Kempston. (Try it!)

1999

Digital Reality

COMPLETE GAME

Wxykiwlogaxkjop. Well, that's what the plot sounds like on our +3. There's a bit of scene-setting sampled speech at the beginning, you see.



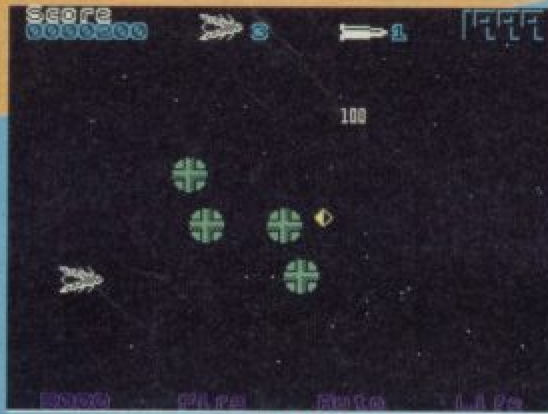
(Apparently it's supposed to say 'You are the evil Dr Vargon and must exterminate the human race' or something.) Whatever the plot, the game's much easier to describe.



You fly around and shoot things. If you shoot an entire wave of things, you get a power icon. These light up options at the bottom of the screen, and when you see one you like, you select it. Then you shoot a very big thing and move on to the next level.

By far the nasties enemies are the little diamond bods who whizz up your bum if you give them the chance. Dodging and shooting 'em back for a huge bonus is a good idea.

It's fairly short (only four levels as far as we can see) but it's fun. And never mind the 'Dr Vargon' stuff, it's obvious that you're flying a gigantic wasp, so there.



And now, for your delectation, YS will attempt to break the record for the longest ever picture caption. We've been in training for months. The conditions are favourable. The keyboard's been freshly oiled and Andy O is standing by with a big wet sponge to lend assistance at the vital moment. So let's get started. Oh blimey, what a dull pic. Er, er, wasps, eh? Feisty creatures. Unlike the friendly bee, a wasp will go for you without hesitation. *(That's a lie. Wasps won't bother you if you don't bother them. National Society for the Preservation of Wasps.)* Damnation! That bracket wasted two whole lines. We've failed! (Sound of Andy throwing in the sponge.)

CONTROLS

Joystick or definable keys. A keen ear is a good idea.

THE BOGGIT, PART ONE



Delta 4/Zenobi

FERGUS ADVENTURE

In a hole in the ground, there lived a Boggit. It was not a particularly nice hole, nor indeed, a particularly warm hole, but a hole it was, none the less, and to the little Boggits it was home.

The hole was in the Shire, a particularly retarded area of western muddle earth at the time of the third age. The Boggit was called Bimbo, Bimbo Faggins, and he was a lazy, fat Boggit whose only purpose in life was to blow rings and watch the pretty Elven girls go swimming down at the old mill pond.*

Being contented with his lot, he vowed never to become part of those adventures which seemed to be growing more fashionable. Thus when he began to notice bad omens – a black sunrise, a six-headed rabbit, and so, when he spotted Grandalf, the meddling old conjurer, crawling from bush to bush up his garden lawn, he bolte the door and decided to spend the day indoors.

But fate cannot so easily be cheated!

**Or somewhere there abouts.*



Bad flashback city for umpteen spelunkers shock horror vicar probe! (Or something.) A faithful reproduction of probably everyone's first taste of an adventure. Sort of.

There we go. One plot, stolen straight from the inlay. Not too sure about some of those sentence constructions, but what the hey.

In a nutshell, It's an adventure, it's the sort of prequel to *Bored of the Rings*, it's funny, it's, er, called *The Boggit, Part One* and you'll probably have a fair old time playing it.

CONTROLS

All the usual adventurey words, plus RAM SAVE/LOAD to save position in memory, GRAPHICS ON and OFF to, well, guess. TEXT redescribes a location without drawing the pic. A knowledge of soap powders would come in useful. (Lux in particular.)

YS2

Y-Not Software

BONUS PROGRAM

Volunteers all, the Y-Nots have clubbed together to produce, er, something. Yes, it's another of those blimmin' mystery programs. Manners prevent us from giving any hint as to the nature of its contents. It's simply not the done thing. But we can tell you that it isn't a demo, it doesn't feature new, Speccy-breaking techniques and it probably contains no references to avocadoes.

In fact, we'll go further. We can state categorically that *YS2* is not a flight sim, has no parallax effects or multi-channel music, an absence of skydiving penguins, no licensed characters walking about and shooting things in it, does not contain fat, added sugar or Les Dennis, is bereft of the verb 'to skirt' and its declensions and makes no reference to Brian Blessed. In addition, you can assure yourself *YS2* does not bleep, hum, whistle, play sampled bars from Purcell's 'The Trumpet Voluntary', giggle, make personal remarks about your shoes or otherwise attempt to undermine your self-confidence. Neither will it corrupt your disks, corrupt your children, cough during the interesting part of the News, hog the sofa or order you 52 takeaway pizzas for a joke. Such a thing would not cross its mind, as neither would jumping up in the manner of a kangaroo and surprising your Aunt Dolly when she came to tea, or pretending to be a smock.

Isometric 3D graphics do not feature in *YS2*. Screamingly sensitive control redefine routines have been removed at the beta testing stage. It is not Swiss.

CONTROLS

Joysticks play no part in *YS2*. Mouse control is similarly poorly catered for.

ARNIE SPEAKS ONCE MORE!



Hallo poopils! Dooday ve loog at the *jeté* und generally movink aboot *en point*. Hey! You at ze back! Keeb quiet vile I am speakink. Oh no! It's dose Your Zinglair compooda magazin skümbaks again. Go avay. I vill not speag to you zis time.

Oh, come on Arnie! We just want to know what YS2 is actually about.

Vell hokay. You've perzuaded me, you silver-tonked smoozies. *VYS2* iz a zort ov... no, zat's not quite ride... It'z a kind off... no, again I am strayink from an aggurade description. Let me zink for a bid.

(Arnie thinks for a bit.)

Ah! I haff it. It vill be much eazier for me to say vot *YS2* iz not! It iz not a life zim. It haz no mention off Jimmy Hill. Zere is a marked absenze off...

Er, yes, thank you Arnie.

Uzi nine-millimeder. I'll be back!

NO MORE INTELLIGENCE 3: NO PANIC

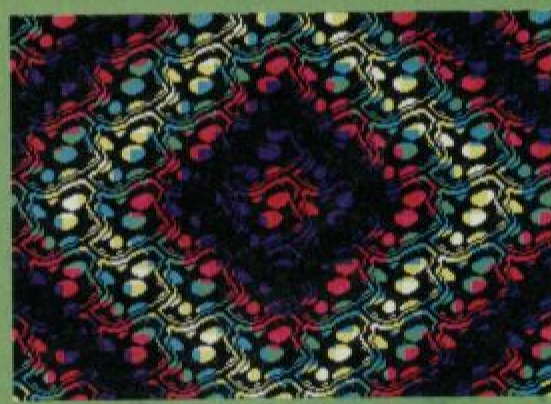
Dynamite Dynastie
Load in 48K mode

PD MEGADEMO

What a dramatic success *Shock* turned out to be with the people who could figure out how to stop and start a tape recorder without recording over the original. (Clots.) In fact, it was such a success that we decided to do it again. So, for the amusement of the general populace, YS presents *NMI 3 – No Panic*, in fast-loading archived form.



Oh no! Not again!
Yes, we've had to crunch it up again. (Well, there are twelve parts.) (Well, nine parts and three screens.) Arm yourself with a C90 (ie, an ordinary audio cassette.) Load up side two of the covertape. When it has finished loading, there will be a short pause while the megademo sorts itself out in memory, then you'll get the message 'Insert blank tape and press SPACE to save *NMI 3* megademo' and hear a handy beep. Stop the YS covertape, slip in your C90, start recording and press SPACE. The first parts of the megademo will save out in expanded form. When you get the message 'Insert Your Sinclair covertape and press play to load next bit' put the covertape back in the cassette player and, er, press play to load the next bit. One pause, message and beep later, and you're all set to save out the



Greetings, people of Earth! I am the mighty Wobbly Graphiceffect and I come to extend the peudopod of friendship! (Watford went on to win 4-1 with penalties.)

second set of parts in exactly the same manner as you did the first.

One thing to note from part two onwards is that when you press SPACE, there's a rather big pause before the expanded sections start saving out. Don't worry – this is meant to happen. It makes sure the expanded megademo is nicely spaced out along your C90 (or something).

Right. Second part done, so pop the YS covertape back in and press play. Again, you'll get the pause, the message and the bleep, so insert the C90, start recording and press SPACE. Remember the gap and don't start banging the keyboard.

Nearly there. Covertape back in the player, and with part number four loaded, record it on to the C90 and there you are. The message 'Transfer completed. You now have a runnable copy of the *NMI 3* megademo' pops up, and, indeed, you have. Unless you've got mixed up of course, in which case you've probably recorded over your YS covertape and have a C90 full of you saying things like 'Hasn't it loaded yet?' and 'I thought *YS2* was particularly bitter and cynical towards the end'. In which case, start again! *(Never let it be said YS isn't comforting and helpful if things go wrong. Andy)*

Running that thar *NMI 3* megademo
Reset your Speccy, put it in 48K mode, and load your C90. Hurrah!

CONTROLS

After each archived part loads, there will be a pause while they expand in memory. Then you'll see a message and hear a beep. Start recording using your blank tape and press SPACE. Then replace the covertape and load the next bit. To move through the actual megademo, press SPACE.

POKERAMA

Jon North, eh? He seems to get in more scrapes than a rough potato in an army kitchen. This month has been no exception. While attempting to convert *Genie* to work with his new +3, Jon was struck by a mysterious ray which removed 99% of the matter in his body and left him but the smaller portion of a centimetre high. Unable to complete his conversion (being too tiny to even press the red Multiface button rendering the whole exercise pointless) Jon instead decided to investigate just exactly what does happen to flies in winter. Our intrepid midget hacker slid down the inside of a drainpipe with a view to emerging in the back garden. Unfortunately, half way down the effect of the ray wore off and the now full-sized Jon burst through the flimsy metal and fell awkwardly on a formal dinner party being held next door. Luckily, they saw the funny side of things.



Oh, no wonder I'm in last place. It's a left-hand drive. For the last ten miles I've been concentrating on turning the handle of the glove compartment. Ha ha! (Crash.)

'Small' Jon's Alice-y POKES are...

The Fury	infy shields
Splat	infy lives
Mega-Apocalypse	infy lives
DJ Puff	infy lives
Crazy Cars 2	infy time, bonus
Chevy Chase	infy time

TAPE WON'T LOAD?

Fear not! Just pack it up with a sae and send both to Ablex Audio Video Ltd, Harcourt, Halesford 14, Telford, Shropshire TF7 4QD. Within 28 days dear old Ablex will have sent back a fresh, new tape for you to try. Hurrah!

(Okay, so that's another YS tradition shattered then. But people still insist on sending broken tapes to us, no matter how many times we protest they'll go straight in the bin as we don't keep copies in the Shed. After a long think we came to the conclusion people weren't equating 'Tape Trubbs' with 'Oh no, my tape won't load, where should I send it? Heck, I won't bother reading the magazine properly, I'll just send it to the first address I come across.' So it seemed sensible to make things even more obvious.)



BERT THE STICK INSECT DEAD

The Speccy world was shocked to hear this morning of the death of YS mascot Bert the Stick Insect.

Bert had been ill for some time and had lost four of his six legs. Nevertheless, a full recovery was confidently predicted and it came as a surprise to all when his limp body was found floating in his luxury split-level fish tank.

Shed Zoologist Steve Anderson said, 'This is a tragedy that could so easily have been averted. I stand by my earlier claim that Bert's legs would have grown back given time, and point the finger at Jonathan's decision to fill the bottom of the tank with water in order to keep the privet fresh.'

Alleged stick insect-murdering bast Jonathan Nash said, 'I'm innocent! It was a valid decision to pour in the water. I'd carefully arranged the privet so Bert was shielded from the danger of drowning, but somehow he fell in anyway. I loved that stick insect in a very real and spiritually fulfilling sense. I shall treasure one of his legs for always.'

Bert the Stick Insect has been buried with full honours beneath a privet bush in the garden.



WHEEZING, GROANING SOUND

Good news, Spec-chums! Alternative have decided they will release *Dr Who – Dalek Attack* after all. (Just wish they'd decided last month so we could have replaced that half of the *I, Ball 2* review we had to cut to fit the SOS coupon in, tch, grumble, whinge.) The release date (would you believe it) is the day after our deadline, so you'll have to wait until next month to read the review, but in the meantime news reaches us that Alternative are dithering over whether to release *Alvin and the Chipmunks*. Apparently the game's been written, but they're waiting to see if enough advance orders are generated to justify a release. 'We're reviewing the Speccy situation week by week,' said Alternative's David Watkins, er, earlier this week.



SAM on sale

West Coast Computers are selling the SAM Coupé by mail order, in three flavours: £199.95 for a SAM 512 with one disk drive, £274.95 for a 512 with two drives and £149.95 for a 512 with an external drive interface but no actual disk drive. All prices include p&p.

West Coast's 'Mike Roberts' had this to say. 'West Coast have acquired the rights to all of the SAMCo peripherals and the right to manufacture them. All the peripherals are in production with the exception of The Messenger.' The rights wrangle over who owns what with regard to the Coupés themselves continues still, but 'Mike' assured us the SAMs on sale were 100% legitimate. 'The Coupés we are providing are new machines being assembled from unused stock bought years ago.'

Some sad news: the accelerator board claimed to have increased the Coupé's speed fourfold has been scrapped due to cost.

West Coast Computers (not West Coast Computers Ltd, apparently) can be contacted on ☎ 0269 826260.

CHARTS

1.	*Super Space Invaders*	Hit Squad
2.	*Dizzy Down The Rapids*	CodeMasters
3.	*Spellbound Dizzy*	CodeMasters
4.	*Bubble Bobble*	Hit Squad
5.	*Bully's Sporting Darts*	Alternative
6.	*Chase HQ*	Hit Squad
7.	*Trivial Pursuit*	Hit Squad
8.	*Magicland Dizzy*	CodeMasters
9.	*Dizzy, Prince of the Yolkfolk*	CodeMasters
10.	*Robin Hood: Legend Quest*	CodeMasters
11.	*F16 Combat Pilot*	Action 16
12.	*Hero Quest*	GBH
13.	*First Division Manager*	CodeMasters
14.	*Quattro Fanastic*	CodeMasters
15.	*Street Fighter 2*	US Gold
16.	*Championship 3D Snooker*	Zeppelin
17.	*Gunship*	Kixx
18.	*Graeme Souness Soccer M'ger*	Zeppelin
19.	*Ghostbusters 2*	Hit Squad
20.	*Crap Bike Simulator*	Streethawksoft

PENGUIN > COMPILED BY GALLUP CHARTS < SPONSORED BY PENGUIN BISCUITS — PUBLISHED BY ELSPA

TOP TEN

This month's top ten (books, dont'cha know) has been sent in by John Metcalf of Skegness in Lincolnshire. Cast yer peepers at this lot and get a little culture!

- **Anne of Green Gables**
- **Winter Holiday**
- **The Hobbit**
- **The Box of Delights**
- **At the Back of the North Wind**
- **The Borrowers Avenged**
- **The Lion, the Witch and the Wardrobe**
- **The Phoenix and the Carpet**
- **Little Women**
- **The Secret Garden**

THE SHED CREW

This month the Shed Crew have been taking advantage of the spell of fine weather. They've been out playing eleven-a-side cricket. Steve 'Launderette' Anderson was the odd one out, so he's bowling.



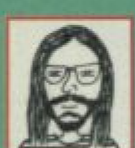
Jonathan Nash
Jonathan stepped up to the crease with a confident smirk on his face. 'I played for my school,' he confided as Steve took a run-up. Shuffling his feet professionally and pointing a finger at the umpire for some reason, Jonathan was bowled out first ball. 'And we lost every game as I recall,' he muttered on his way back to the pavilion.



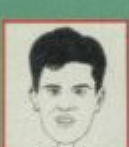
Andy Ounsted
Andy called for middle stump (whatever that means) as Steve delivered a terrific googly. Andy's tremendous swipe hurled the ball straight back at Steve, who was knocked unconscious. Andy shouted 'Go for it!' and started running.



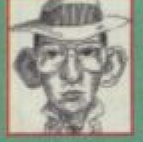
Linda Barker
Linda walked up to the crease as Andy kept clocking up the runs. She stood there for a while, but Steve didn't come to, so she went inside for an orange squash.



Tim Kemp
Tim strode out to take his place before the wicket, but collided with Andy on the way and hit himself on the head with his bat as he fell. Andy kept running.



Dave Golder
Dave was slightly worried by the high proportion of unconscious players in the game. Careful to keep clear of the rampaging Andy, he stood before the wicket and waited for Steve to wake up.



Simon Cooke
After a few minutes, Simon became impatient and ran out to the crease. Andy had by now made his half-century and was leaning on the wicket, breathing heavily. Simon manfully squeezed in between Andy and Dave, being careful not to step on Tim. At this point Steve came to.



Simon Hindle
Simon was inside pouring an orange squash for Linda when his name was called. As he strapped on the leg pads a mêlée broke out on the playing field. Steve had bowled and knocked off the stumps, but nobody was ready to admit they were out. In the end it was decided that Tim was technically in, so he was now out. This decided, Andy and Dave made room for Simon at the crease. Steve bowled a fast ball. Andy swung and knocked Dave out. Simon hit the ball, which went straight up in the air. As Steve ran forwards for an easy catch, a communications satellite swooped down from the skies and deflected the ball to the ground. Simon made two easy runs and stood there grinning.



Craig Broadbent
With the score at 50 to two to several nothings, Craig stepped forwards. 'We've run out of bats,' he complained, and while he tried to pull one from under Dave's slumbering form, Steve bowled him out.



Simon Forrester
Simon, fed up being left out of the Shed Crew, had stayed at home and was bowled out on the third attempt.



Phil McCardle
'There are too many players at the crease,' said Phil, drawing a machine-pistol. Suddenly the game had lost two batsmen but gained a pair of fielders. Phil stood astride the prone bodies of Dave and Tim and bowled Steve out with a tear-gas grenade, then ran off the field while laying down a stream of covering fire.



Leigh Loveday
After considering the situation for a moment, Leigh pretended to have an old war wound and went in to finish off the squash.

Result
Andy was the winner by 48 runs and a knockout.

HIGH SCORES



Something good about a game? Then you'll find it next to this attractively-designed symbol (even though the teeth are a bit odd). (Oi! Andy) Yes, if a game has points of merit, this is where we'll summarise 'em.



Conversely, this is where you'll find the detrimental portions of a game. Crisp, scathing comment or minor whinging, this is the box for all things bad. And, as a bonus, there are no oddly-drawn teeth in this illustration. (Go away Andy)

99% *And the final score goes here. 50% is taken as a strict average, and anything above 90% earns the fantastically revered title of YS Megagame. (The 99% is just an example, we don't really score that high. Well, except for Jonathan's review of Mercenary, the clot.) (Oi! Jonathan)*

Su

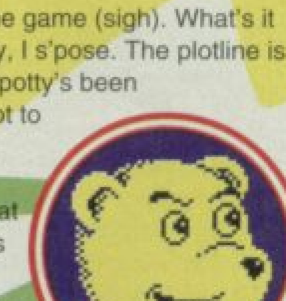
Alternative/£3.99
☎ 0977 797777

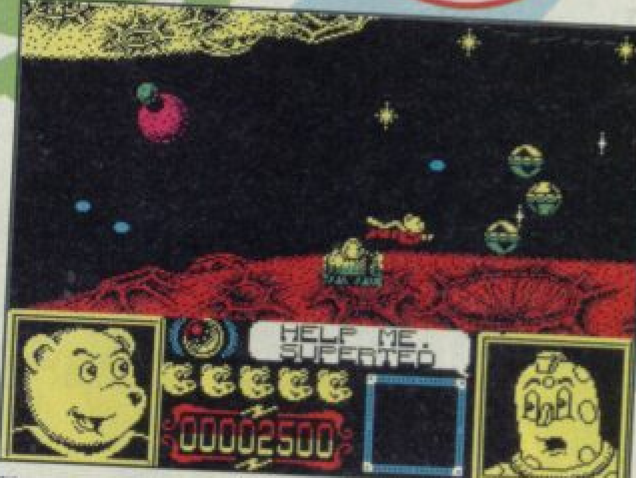


LEIGH

Hmmm. I'm in rather an annoying mood at the moment so I'm going to have to open this review with the not-at-all predictable device of singing the theme tune to the TV show. Ready? Ah-one, ah-two and ah-three... er... oh. I don't seem to know any of the words.

Well then, *Superted* the game (sigh). What's it like? Eeerrmm... it's okay, I s'pose. The plotline is pretty painful though – Spotty's been kidnapped and you've got to rescue him. Ack. It's got plenty of irritating little faults too, which I'll look at later, it being the obvious thing to do and all. Essentially *Superted* is a horizontal shoot-'em-up



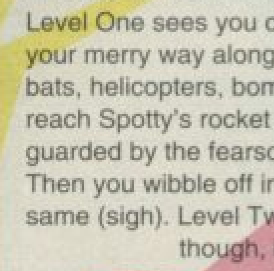


It's no good relying on others, Spotty. You've got to go out and take the world by the scruff of the neck and shout in its ear 'I'm Spotty! I'm somebody!' Then knock it down roughly and run away.

with, er, no shooting – well, not on your part anyway. You are Superted, after all. However, you do get to punch the baddies, which made me go all faint and sit in the corner sucking a blanket for several minutes.

Derek Griffiths?

Level One sees you character-square jerking your merry way along through a landscape of bats, helicopters, bombs, missiles etc etc to reach Spotty's rocket at the end, which is guarded by the fearsomely non-difficult Skeleton. Then you wibble off into space for more of the same (sigh). Level Two's a bit easier on the eyes though, being somewhat black as space frequently is, whereas Level One was bursting forth with retina-bludgeoning squirts of colour, cheerily disregarding colour clash in a way that brought back memories of the Codies' *Super Dragon Slayer.*



PERTED



Even with thousands of pounds' worth of purple legs and blue bits, that skeleton's mode of transport still bears an alarming resemblance to a space hopper.

That's basically what the game is really – bit of *SDS*, bit of *Superkid*, bit of *Silkworm* even. Just thought I'd drop in that blatant generalisation mid-description to make up for not being able to annoy you all with the theme tune (cackle). It plays well enough, good simple fun, but – but! – here come those niggling faults in force, trooping grimly over the twilit horizon like soldier ants who've just discovered the corner shop's tragic lack of frozen chips. Probably.

Firstly, the scrolling. It's crap. Jerkier even than the infamous Vibrating Koalas of Juddering Jim Frippleston's Big Top of Wildly Oscillating Marsupials (Est 1634), it not only makes seeing where the hell you are even harder but also affects the enemies' flight patterns, so that you fly into them whatever you do. Well, I did. (Sniff.) Then there's the equally crap inertia on your sprite, which leads to much the same thing. Then there's the cover boast of Easy and Hard difficulty levels, which I suspect to be a lie of sorts, as Blackadder once said, rather festively as I remember. There wasn't a single difference between the two that I could see. Tsk. And, of course, we have Spotty himself, who gives you such invaluable gems of advice in the onscreen speech balloon as 'Watch out, Superted' just after Supes has decided to play beer-gut tennis with a passing nuclear warhead. Cheers, Spotty, mate. Much obliged, now shut yer trap.





SUPERTED – THE MYTH EXPLODED

The legend

Superted is supposed to have been an ordinary teddy bear who was endowed with powers far beyond those of mortal bears by the kindly Mother Nature. Now, by saying a magic word he can unzip his skin to reveal the red lycra jumpsuit of Superted! Oh, and he can fly, knock down buildings, survive in space unaided and so on as well.

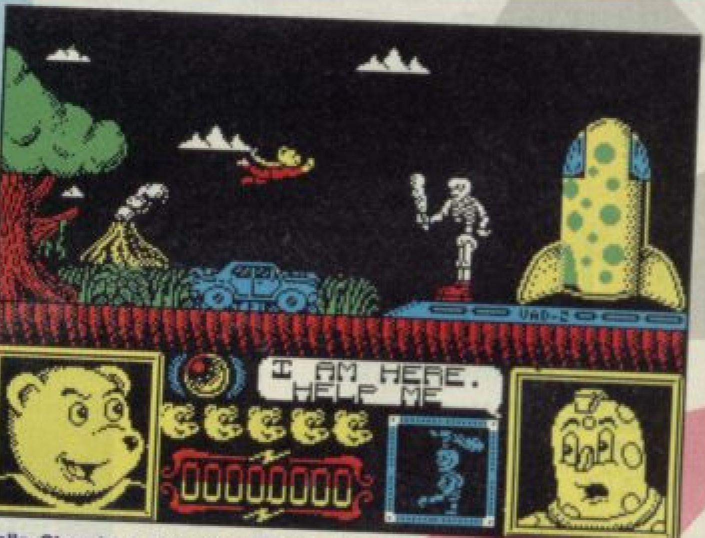


The truth

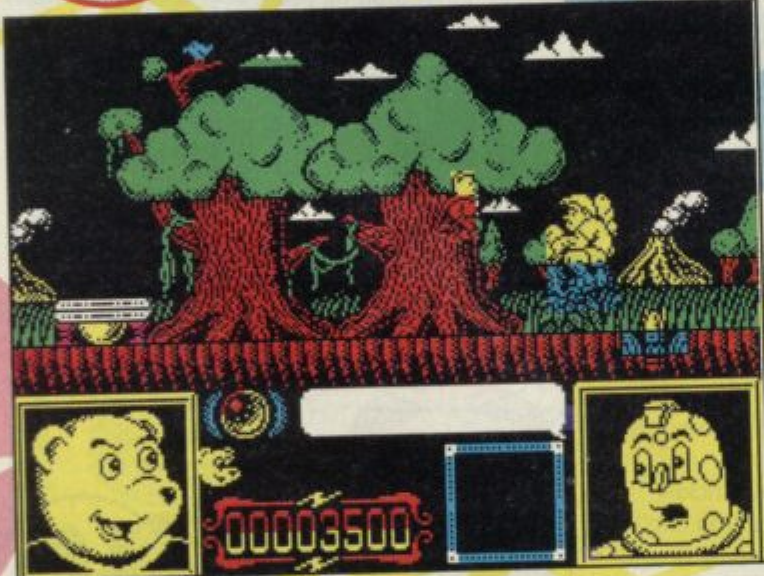
One must first question Mother Nature's wisdom in bestowing her bounteous gifts on a stuffed toy – hardly the best choice for a people's champion. He's unlikely to strike terror into the hearts of evildoers everywhere, although, admittedly, the teddy is a strong image should old Ma Nature be thinking of diversifying into merchandising.

Secondly, where does Superted's skin go when he transforms? You always see him unzip it and let it fall to the ground, but at the end of the story he's somehow regained it. Neither Supes nor Spotty seem to have any pockets in their suits, so the mystery remains. It's statistically likely that a passer-by would come across the skin if it were to be left on the ground, so obviously it's stored somewhere while the episode unfolds.

Thirdly, why does nobody recognise Superted? He looks exactly the same in his teddy bear disguise, except he's nude. Clark Kent had a pair of National Health spectacles, at least.



Hello, Steve here. I've got a horrible cold, and I hope you can catch it from the pages so I'm not the only person suffering. (Evil cackling and quite a lot of sweaty hand rubbing.) Oh, hello Jonathan. (Lummocks.)



And then, to the surprise of almst everyone present, the water goddess did appear exactly as young Flossie had described, resplendent in garb of purest seaweed and winking all the while. It was a tale retold for years afterwards.

Righty-o, it's that much respected and ancient Summing-up Bit again. Bow down, bow down and chant 'flan' in quavering tones, all ye believers. (Slap.) Oh. Er, er, er. Sorry. Well, it's not a bad game, even mildly addictive, but too hard for the kiddies it's presumably aimed at. There's one unfair bit as well – when you get hit, you pause for a few seconds to recover, giving the next baddy ample time to strike you amidships as well.

But *Superted* is just about worth the dosh if you've got no street-cred anyway and don't mind being seen with such a title. Arf.

FINAL VERDICT



Loads of colour, competent programming and quite good fun.



DBut plenty of niggles too. And a bit hard. So, um, 'ner'.

For such an embarrassing licence, the game's not too bad (curses).

62%

REVIEWS

Spy vs Spy 2
The Island Caper

Wicked Software/£3.99



SIMON

Spy vs Spy? That's MAD magazine, isn't it? Great. Fab. Loads of ready-made jokes at MAD's expense. (Rubs hands.) *(Er, I've already used 'em for the review of* Spy vs Spy 3. *Ed)* Damn.

OK. Two blokes, one island. Two blokes (or spies) each want to build a missile, but with only one set of bits. So, the spies fight, hence the game being called *Spy vs Spy*, and the comic strip being so funny. It's a classic comedy scenario.

The spies have many ways of really hurting each other in a non-lethal comicky sort of way.



Resorting to the dreaded 'standing around and doing nothing' ploy, the two spies quickly made an end of the game's playability. (Satire.)



Hello, and welcome to 'How to Dance Like a Groovy Bavarian.' Today we'll be looking at thigh-slapping.

They use coconut bombs, land mines, snares, and pitfalls against each other, all to no avail.

Y'see, it's a two player game. Now you may think that, what with the fast pace and all, you don't have time to watch the other player.

Er, no.

What with the spies pondering over each and every step, you have all the time in the world to watch the other player, the Film On Four, and your neighbour cutting the grass, before you get a chance to go wrong.

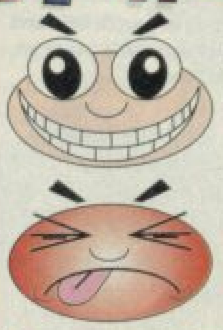
When the two spies meet on the same screen, things do speed up a little as they then proceed to run around, using their swords to deal nasty, stinging cuts. But it's not really enough to make the game playable.



Oh, and then there's the presentation. Haven't mentioned that, have I? Imagine taking a beautiful painting of a desert island and, while it's still not quite dry, dropping white and black rocks on it. We're talking colour clash splasherama here. Ugly.

So, it's a potentially fun game that's slightly marred by very crap design. On top of that are the weedy sonics and those hideous graphics, so altogether I'd give it a lethal injection and argue it was a mercy killing.

FINAL VERDICT



It's based very closely on *Spy vs Spy*, which was great.

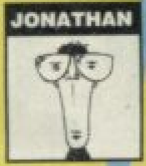
The speed of a hobbled donkey, the graphics of a crap game and the playability of an episode of Praise Be.

It's very crap.

30%

Moving Target

Players Premier/£3.99



JONATHAN

It must be awfully hard finding politically correct villains for Speccy games. The plot to *Moving Target* runs as follows. 'The evil drugs duke of Colombia must die.' There you are. A healthily dastardly villain everybody can hiss without fear of offending anyone but Colombian drugs barons, who aren't the sort of readers we're aiming for anyway, thankyouverymuch.

Moving Target is surprisingly good. It's a zap game in the grand old tradition of running around a flip-screen maze, finding keys to open doors, shooting guards and planting bombs. (Very *Dan Dare*-ish, actually.) It overcomes some pretty tough handicaps to emerge smiling and worthy of a good couple of hours' play now and then.



The first of these handicaps are the graphics. They are, to use that splendid YS-ism, crap, with some very odd animation of

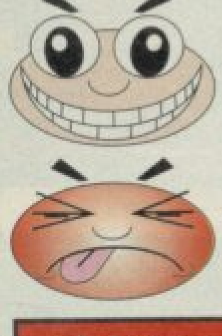


You'd think they'd put these generators just a little closer to the house. It's such a chore to have to stomp out in the rain. Oh no! There are armed security guards as well. Tch.

some very odd sprites. The deadly guard dogs are the worst offenders – they sort of sit there looking like carved lard, then suddenly breakdance over to bite your legs off. (Vicious tykes too – takes most of a clip of ammo to finish them off.) At least there are some nice 'n' chunky 128K sound effects.

So, apart from looking awful and trickily playing about with difficulty levels (you can't fire on the run, which gives the enemy ample time to surround you), *Moving Target* is a barrel of laughs. From the snazzy effect of just seeing the muzzle flash of your gun rather than having the bullets fly across the screen to the ratings table that starts at 'Rookie' and improves as you go along (er, to 'Second Rate' in my case), the game just, well, gels. There are thousands of baddies to zap, many obstacles to avoid (that barbed wire is really rotten), a massive map to memorise and those blimmin' guard dogs to curse. I enjoyed every cordite-permeated moment of it.

FINAL VERDICT



Good, old-fashioned blast game...

... that looks dreadful...

... but who cares, eh?

68%

WRITE TO THE ED, YS, 30 MONMOUTH STREET, BATH BA1 2BW

LETTERS



Star Letter winners receive three free games! All letters win a YS badge!

Hello, all you happy people. Time once more to delve through the collected ramblings of the YS readership, including a sad tale of babysitting and an extremely serious pair of Norms indeed. Batten down the hatches, Andy, there's a good chap. Dive, dive and, er, dive! (Sound of Editor strolling round Shed making tooting noises and flicking water from a soggy paper cup.)

MY DAD SAID I SHOULDN'T

Thank you very much for the badge you sent me, though I don't know why. I bought my last copy of YS just before last year's Future Entertainment Show. I haven't bought one since, due to my humble Speccy +2A having stopped working. My dad said I shouldn't get it repaired but should get a new computer altogether, so I bought an Amiga 600 with hard drive. My +2A and all my games went into my top cupboard and proceeded to gather dust and also bite it.

I almost cried upon seeing the badge. It reminded my of my old jumbly little Speccy. I know it's not a patch on my Amiga, but I understand it was an electronic masterpiece in its day. I wish you good luck with your magazine, and hope you produce many issues to come and keep the Speccy world alive, but please tell me how I came to win a badge.

David Gardner
Radley Green, Oxon

The most likely answer is, you had a letter printed in YS around 1986. Y'see, after getting a new badge designed and hundreds of the little blighters made up, they all got lost in a warehouse somewhere between here and Somerton. It was only last month that they finally resurfaced, so I spent most of the week putting badges in a sheaf of envelopes Linda had prepared earlier. So if you'd given up all hope of ever receiving (or 'recieving', ho ho, bit of an in-joke there) your YS badge, look to your postbox over the next fortnight or so.

And what's a 'jumbly little Speccy' anyway? **Ed.**

TOO GLOSSY AND PROFESSIONAL

Although the humour in YS is becoming increasingly childish, it's still fun to read and provides variety, whereas the Amiga magazines are far too glossy and professional for my taste.

Ian Thompson
Barnstaple, N Devon

That's Your Sinclair! Amateurishly crap and proud of it. **Ed.**

WHAT I WOULD LIKE TO KNOW

On ish 81 I got *The Famous Five* on the covertape. What I would like to know is how to change my character, please.

Matthew Cardoza
Combe Down, Bath

Er, try acting in a totally different manner. Next! **Ed.**

TO THE MONUMENTAL ONE IN THE CENTRE

Congratulations on being made Editor of Britain's number one computer periodical. In order to ease your progression from the small desk in the corner to the monumental one in the centre I have written in with a couple of easy-to-answer questions.

1. Is there a God?
2. What is the meaning of life?

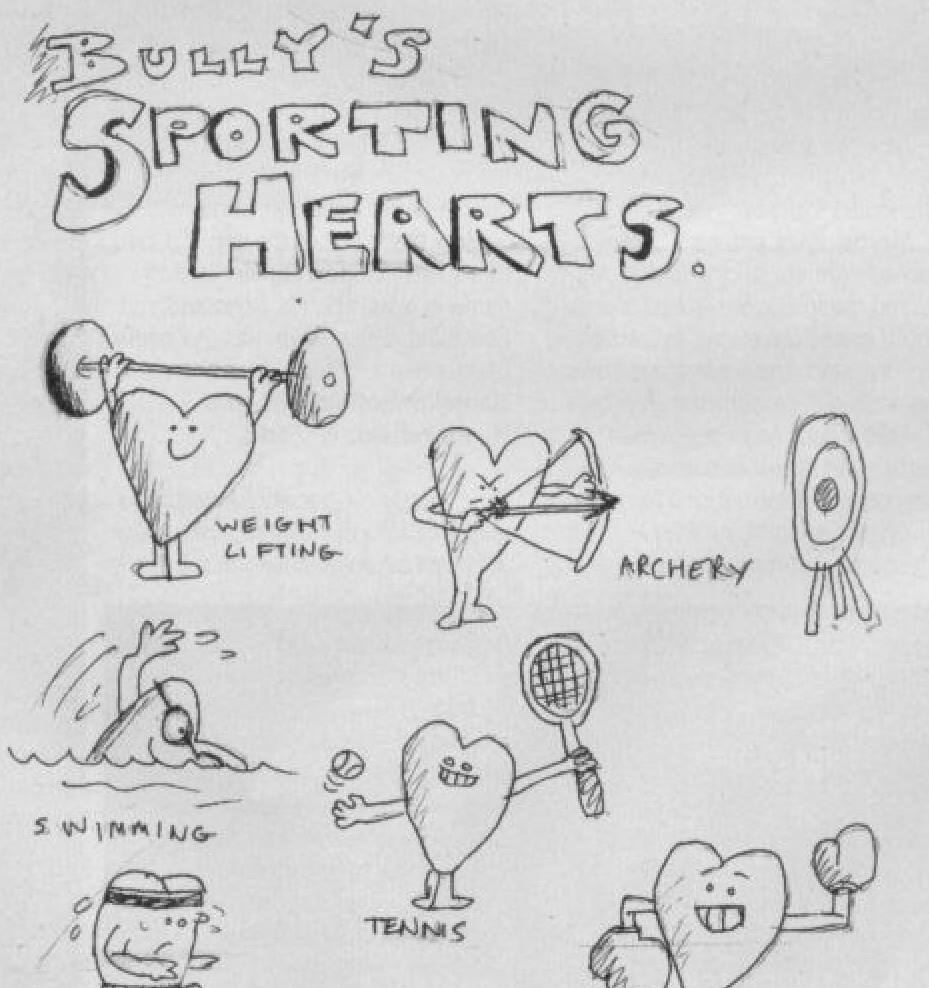
I hope that you can answer these questions and thus prove to the world at large that Your Sinclair is in safe hands.

Mark George
Bournemouth, Dorset

DOODLEBUGS



If you've got a 'bug, send it to Doodlebugs, YS, 30 Monmouth St, Bath BA1 2BW. This one's by Luke Chilton, whose address, er, I've lost. (Clot.)



STAR LETTER



FORCED TO WATCH THE PAUL DANIELS MAGIC SHOW

Let me tell you what I had to go through the last time my financial situation required that I hire myself out as a babysitter.

1. I was told there was someone outside, and on looking I was somewhat surprised to see two boys with torches against their faces outside the window.
2. I had to put up with the dubious company of two additional boys.
3. I was given a glass of water with an indigestion tablet in it.
4. I was forced to watch the Paul Daniels Magic Show.
5. I had to do simultaneous equations for my maths homework.
6. I had to watch one of the children fall down on the floor, scream and tell me she was having a fit.
7. I had to play Truth or Dare.
8. I was only paid £4.50 for looking after seven children for three hours.

And if that wasn't enough, I've got to do it all over again tonight.

Fay Stodart
Damerham, Hampshire

A tragic tale indeed. Fortunately, YS (in association with the sparkily inventive Amiga Power bods) has the answer: subliminal messages.

Get a sheet of white paper, a black pen, some scissors, some sticky chunks (you know, blu-tak – except we're not allowed to say blu-tak as it's a trade name) and a big cardboard box. Use the pen to print, in block capitals, messages like 'BE QUIET' and 'GO TO BED' on the paper. Now cut them into small rectangles and stick the messages on the walls in unobstrusive places. Then, as the kiddies are scuttling about doping your drinks and so on, they'll spookily find themselves quietening down and going to bed. You could easily adapt this for the parents as well – messages such as 'PAY ME MORE' or 'PAY ME LOTS MORE' or even 'STAY AT HOME' would reap great dividends in the long term.

If this fails, shut the kiddies in the box. **Ed.**

The meaning of life, eh? Easy peasy. First of all, there's (Rest of sentence censored due to the human race's as yet unproven ability to cope with such mind-shattering revelations. God) *turns out to be Ian McCaskill. And I'll just bet God edits out that explanation, thus answering your first question.* (Blimey, rumbled. God) *Feel free to write if you want to know anything else. I'm particularly good with the ones about the two trains leaving different cities at different times – I have an uncle who works as a station controller, y'see, and I can always rely on him to run me up and down the lines to avoid having to work out the answer.* **Ed.**

BRING ABOUT WORLD PEACE

Now that you are Editor of the magazine, I have some suggestions for you.

1. Never let Linda leave the mag completely, even if she tries to bribe you. And make her keep doing the Subs Club newsletter, too.
2. Bring back the brilliant Crap Games Corner.
3. Explain how Dave Golder can possibly fancy someone who appears regularly on 'Melvin and Maureen's Music-a-grams'.
4. Tell us what kind of music you like. You have subtly avoided doing so for years now.
5. Change your name back to Jon.
6. Bring about world peace.
7. Tell us the name of the winner of the Teenage Turtles TV Thing compo from issue 72.
8. Stop calling things which fail to an almost astonishingly blatant degree to be regulars 'Regulars' on the contents page.

I have enclosed an organic Egyptian teabag.

Anon
Anonsville

1. Already taken care of. Thanks to Jon North's program 'Mac Attack' Linda can't actually get to use the other progs on her Apple Mac until she writes Tipshop. Ha!
2. Maybe, if we get some crap games sent in.
3. You mean Sophie Aldred, don't you? I asked Dave and he said it didn't matter and he forgave her for her little slip, or something.
4. That's odd. I can see a man across the street apparently unscrewing the front of a lamppost.
5. Oh, it's all right, he's an electrician from the Council.
6. Well, I keep telling everybody that all they have to do is (Raucous coughing. God) *but they simply won't listen.*
7. Ah. That's a bit of a lost cause, actually. Mirrorsoft, who sponsored the compo, sank along with a certain pension-robbing fatbloke. Sorry about that.
8. Er, okay then.

Thanks for the teabag. It's already earmarked as a major competition prize. **Ed.**

A CARD AT CHRISTMAS

Please find enclosed a copy of *River Raid*. I would be very happy if you could send it to John Kerr ('Up a River' – last ish). I ask for nothing in return, but if he really wants to thank me, give him my address and he can send me a card at Christmas.

Now that's out of the way, I'd like to say that somebody misspelt my name in issue 89. It's Schofield, not Sohofield. Since when has Sohofield been a name?

Daniel Schofield
Huddersfield, W Yorks

Oo-er, sorry. (Basically.) And thanks very much for River Raid. *I'm sure John will be suitably chuffed.* **Ed.**

SMALL PRINT



Bananas are yellow.
Stephen McGreal
Crediton, Devon
But can you prove it mathematically? **Ed.**

Traffic lights that turn back to red within seconds should be most severely punished.
Dan (Justice) Gavrovski
Deanshanger, Milton Keynes
Mmm. Perhaps you could threaten to take away their dessert unless they ate their greens. Ah! Ah! and, er, ah! **Ed.**

I recently acquired a Game Gear but I am staying faithful to the good old Speccy.
Peter Munford
Rotherham, S Yorks
Yes indeedy. Those smugly trendy 'Jimmy' commercials have nothing on the Sir Clive-jumping-over-a-QL ad. Er, classic. **Ed.**

Many thanks for making Gloucester sooo famous this last couple of weeks.
Elaine Lancaster
Tredworth, Gloucester
Oh blimey. Sorry, everyone. I just wasn't thinking. Sorry. **Ed.**

TRAINSPOTTERS



A WANTED AD

In issue 86 I placed a Wanted ad for the game-writing language *Fifth* in Input Output. You got my phone number wrong! It should be 0954 782621. Please print this as I'm still looking for a copy. By the way – ha! Gotcha.

Ian Barlow
Longstanton, Cambs

Ian, I've checked, and we were actually right. You're in the wrong house and should move immediately. **Ed.**

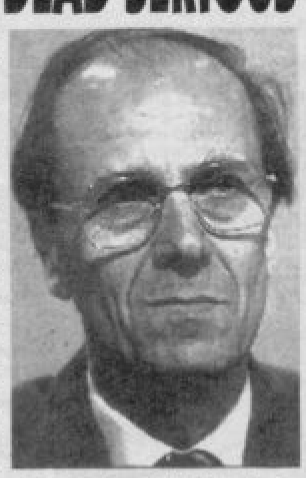
IT SAYS 'MARCH 1992'

There is a mistake on page 24 of issue 87. At the bottom of the page it says 'March 1992'. It should, of course, be 1993.

Jonathan Pinner
Boston, Lancs

I had a massive argument once with Steve Anderson about Monty Python's Flying Circus. I claimed one of the characters was called Mr Pinner; he reckoned the cyclist was actually called Mr Pither. He was right, and it took me weeks to get over the embarrassment. Now you come along and start it all off again! (Blubber.) And it's not as if you want to say something nice – no, you just want to ridicule me in front of everyone by pointing out an honest mistake that came about late at night after a very great amount of work by everyone on the mag. And you expect a prize for this? Go away. (Sniff.) **Ed.**

NORMAN TEBBIT'S DEAD SERIOUS CORNER



CLEARLY NO SUCH THING

I was not happy with the review Craig wrote for the *Dyadic* compilation. I write reviews of plays and musical events and I know that if I presented my Editor with something like Craig's review he would have rejected it.

Obviously Craig has his own point of view, but I feel that it is a pity he mistook the game *Snakemania* for a puzzle game when it is quite clearly no such thing. Marking a game down so heavily because he only thought it was a puzzle game shows a lack of research and a certain degree of sloppy work.

If, as I suspect, Craig does not seem quite sure what a puzzle game is, should he be allowed to undertake reviews? It seemed a little like being critical of a database program because it is a not very good word processor.

Martin Scholes
Phoenix Software, Telford

CRAIG'S 'REVIEW'

I was rather disappointed with the recent review of *Dyadic* (issue 87). It was not what I would call a 'fair review' as it just seemed to be an excuse for Craig to give his views on 'puzzle' games. This view, although quite fair when looked at in perspective to the high number of SAM puzzle games, is hardly a basis for an honest review of any game. An honest review should note all the merits and failings of a game – which I believe in this case only received the barest fraction of the space they deserved.

I'm not disagreeing with the fact the compilation received a low mark. The games were probably not as original as *Waterworks* for example. (Although originality – or the lack of it – has never really been a major criterium when it comes to computer games.) However, in Linda's review of *Waterworks*, she reviewed it on its merits and THEN gave her opinion of objecting to it being a puzzle game and stating she felt the game's mark should be reduced by 25% as it was a 'puzzle' game. However, in *Dyadic*'s case, the compilation was given a ridiculously low mark simply as they were 'puzzle' games.

I won't comment on the amount of space that the *Dyadic* 'review' received, particularly in relation to the more 'established' FRED game receiving a FULL page, as I'm sure this was more due to the amount of space allocated to SAM games than for any other reason. One particular point that irritated me was that, as I've said before, the basis of Craig's 'review' seemed to be directed against puzzle games in general – although just about every single Spectrum game has some degree of puzzle elements. But *Dyadic* features two games – a puzzle game (*Craft*) and an arcade game (*Snakemania*). The compilation is NOT a puzzle-only compilation. For added confirmation, take a look at page 44 of ST Format, issue 38. There is a review of a game called *Cybersnake* which is a 'close relative' of *Snakemania*. I quote from the review: 'This is an arcade game'. It does not say 'This is a puzzle game'.

David Ledbury
Macclesfield

Let's get one thing straight right from the start – I stand by Craig's review one hundred per cent.

Snakemania takes place on a set of single screen levels, and the idea is to figure out a safe route around each maze, eating all the dots without crashing into your own tail. I'd certainly call that a puzzle game. It's not a 'reaction' game (which is what most arcade games are) – after all, you can stop your snake and think things through. David, trying to prove your point by quoting from a review of a completely different game (which is on a completely different format, yet) is not constructive argument, it's pointless.

Martin, you say that 'obviously, Craig has his own point of view'. Of course he does – that's what reviewing is all about. The writer is expressing his opinion of the game, with a view to telling the readers whether it's worth buying. What the publisher of the game thinks is neither here nor there.

You both seem to object to Craig's not having gone into the workings of each game in minute detail. Aside from being pointless (the review certainly tells you all you need to know) this would have been very boring. Reviews are meant to be entertaining as well as informative, you see.

Craig's main bone of contention is not that the games are puzzle games, but they are, to quote his review, 'just another couple of average puzzle games'. Again, David, bringing in another review is irrelevant (as is the nonsensical remark about Speccy games – how many puzzle shoot-'em-ups can you name, for example?) There's nothing to make Snakemania and Craft stand out from the (extremely large) crowd – hence the low mark.

I'm sorry, but I have to say I found your personal attacks very insulting. Martin, questioning the reviewer's ability and using phrases like 'sloppy work' does your argument no favours at all. And, David, I take great exception to your insinuating 'non-comment' about Waterworks.

No, I don't think your arguments are sound. The fact of the matter is, Dyadic received a poor mark because the two games on the compilation were poor. **Ed.**

WONDERFUL WORLD OF SPECCY



FIOAREMOS MUITO GRATOS

Possuo aqui no Brazil, um clube destinado a micros ZX Spectrum há mais de 8 anos.

Gostaria através deta revista, que conseguissem uma doaqào deum micro Spectrum 128K a nosso clube. Assim como várias revistas Your Sinclair antigas ou novas.

Fioaremos muito gratos. Somor apaixonados pelo Spectrum. Obrigado.

Alvaro Costa Neto
Bahia, Brazil

Casalo! Ero hesotio lad votro ZX Spectrum clube. Garbo lassila métranes... oh, it's all just a pretence. I don't understand Spanish at all. (I'm not even sure if it is Spanish.) Hang on – the chances are, you probably don't understand English. So I could get away with claiming this reply contains all the information you need. I'll just drop in your name, Alvaro, scatter around a few ZX Spectrums and 128Ks and, perhaps, the name of a game or two – Street Fighter 2, *perhaps, and, er,* Arkanoid – Revenge of Doh, *and I'll have covered myself pretty well. Phew.* **Ed.**

CARRY IN A LARGER POCKET

I have heard about your magazine five years ago, but only today I happened to see an issue. I am actually stunned with amazement. I couldn't read it through but at a first glance it made me take your address and write.

My parents bought me a Spectrum when I was 13 and since then (in spite of other computers I have seen) I consider it the best computer for educational purposes. Spectrum is small, easy to carry in a larger pocket, it has a pretty fast tape loading routine, a perfect picture on an ordinary TV set and it can be interfaced very easily with all sorts of hardware even if you are not a wizard in electronics. I have made my own Kempston interface and a very nice interface for disco lights with 16 channels of 2000 watt each.

As you probably know, I live in Romania. The Spectrum entered our country in 1983, and in 1985 the Electronica plant started to produce Spectrum compatible computers called HC-85, CIP, JET and TIM-S. Unfortunately in Romania all the programs for Spectrum come from Hungary and are pirate copies. But this is not illegal. In fact, there are no copyright laws as far as I know.

I would be very pleased if you can help me in some important matters. I am very fond of your magazine and I would very much like to subscribe to it. Also I will be very pleased if you could provide me with your fax number.

Andrei Steriopol
Bucharest, Romania

I'm very sorry, Andrei, but we don't do subscriptions any more. The great gods of monetary matters have decreed it's unprofitable, so out it goes. I'm afraid the only way of getting hold of YS is to order your copies singly from the Back Issues department. Each issue won't cost any more than £2.50 – p&p is included. Thanks anyway for your super letter. ('Stunned with amazement' – gawsh!)

Oh, and I'll fax you the info you asked for about submitting your programs to us for the covertape. Er, though why I'm saying that here is beyond me. (Clot.) **Ed.**



■ For sale! Speccy +2 (boxed) with over 60 games, 2 joysticks, mouse, Multiface 128, *Genie*, file of hints and tips, Tipshop Tiptionary, manual and aerial lead – all for £200. **Call Caroline on Harrogate 872122.**

■ For sale! SAM Coupé 512, disk drive, ROM 2, tape recorder, joystick, 5 SAM games including *Prince of Persia*, hundreds of Speccy games, SAMtape 4. Boxed as new, also included a computer desk and old Speccy mags, all for £325 or offers. **Call Kevin on 0324 25761.**

■ For sale! Speccy +3 Action Pack as sold by Dixon's. Unwanted gift, cost £179.95, sell for £95. **Call S Tasak on 0453 545963 after 6pm.**

■ For sale! Speccy +3 with tape leads, all hardware needed plus light gun and games, over 150 great games including *WWF, Final Fight, Xenon, Silkworm, Batman* and *Microprose Soccer*. Plus! Great demos! *Lemmings, Pitfighter, WWF, North and South* and many more! **Call Dan on 0275 462492.**

■ For sale! Genius mouse and interface plus mouse mat, Multiface 128 and SJS1 joystick. All for £60. **Call John Paul on 0668 213204.**

■ For sale! Speccy +2A and loads of mags with tapes plus hundreds of games and a joystick. All for £150 ono. **Call Mark on 0912 689238.**

■ For sale! Speccy +3, Multiface 3, joysticks, disks, tapes, manual – in original box, £85 ono. Buyer pays carriage. **Call D Herbert on 0554 777099.**

■ For sale! Speccy +2A with 300+ games, manual, 2 joysticks. £150 ono. **Call Kevin on 0326 312065.**

■ For sale! SAM Coupé, disk drive, cassette, SAM and Speccy games on disk. Also mouse and printer interface. All boxed and in good condition for £220. **Call Ian on 0705 264759.**

■ For sale! Speccy +3, Multiface 3, many games including *Chase HQ, The New Zealand Story* and *Robocop* – £100. **Call Mark on 0532 527940.**

■ For sale! Speccy +2, over £300 of games, 2 years of YS. Will sell for £200 ono. Also Multiface 2 *(Are you sure? Ed)* never used, still boxed – £30. **Call Mark on Bolton 709211 after 5.30 pm.**

■ For sale! +2A with light gun, joystick, 70+ games including *Lords of Chaos, Narc, Pang, Super Monaco Grand Prix*, 60 magazines with covertapes. Worth £400, will sell for £130. **Call Ross on 021 449 6273 after 5.30 pm.**

■ For sale! +2A, 4 joysticks, Kempston interface, Multiface 3, all in good condition. Plus many games including *Op Wolf, Op Thunderbolt, Robocop, Chase HQ* and loads of compilations. All for £200 ono. **Call Steven on 0928 33918 after 5 pm.**

■ For sale! +2, Interface 2, Kempston interface, all leads, 270+ games including *Captain Blood, Foxx Fights Back, 720°*. Plus! 48K Speccy in need of repair. All for £250 or less if you pay postage. **Call Mike on 0736 796848.**

■ For sale! Speccy 48K with tape recorder, joystick, 10 games including *TMHT* and *Ghostbusters 2*. Worth about £90, will sell for £80 or £75, no less no more. *(Now there's a man who knows his mind. Ed)* **Call Christopher on Cheshire 4377200.**



■ *JSW 2* and Your Spectrum issue 14 (August 1985) Also paper rolls for Alphacom 32 printer. **Call Julia on 0772 725157.**

■ Your Spectrum issue 7 (September 1984). I have built John Flenley's Centronics interface (issue 6) and require the driver software. **Call T Roberts on 0793 752683.**

■ OCP *+80 Stock Manager*. Will pay £7.50. **Phone Harold on 0407 832157 evenings.**

■ Games similar to *Laser Squad, Lords of Chaos* etc. Will buy or swap. **Call Steve on 0928 575026.**

■ Disk progs and games for +3. **Call Andrew on 0553 775728.**

■ Does anyone have an Opus Discovery manual? I'll gladly swap 10 top games or buy it – you name the price! **Call Paul on 0376 84697, weekdays only after 6 pm.**

■ ZX Printer/Alphacom 32 thermal paper. **Call Michael on 0553 775728.**

■ +2/+2A/+3 urgently required for seven-year-old with learning difficulties. Games not necessary. Will pay up to £50. **Write to Mr M Jones, 69 Middlefield Lane, Gainsborough, Lincolnshire DN21 1UN.**

■ 3.5" disk drive and interface for the +2A for around £40. **Call Andy on 0983 294295.**

■ Curry's musical package – Marlion 408042 version 2 echo keyboard, software cassette, 6 watt amplifier and 6" speaker. **Call JR Ball on 021 430 6097.**

■ *Early Punctuation* (E19/S), *Speech Marks* (E20/S), *The Apostrophe* (E21/S), *Capital Letters* (E22/S), *Castle Spellerous* (E23/S) – all by *Blackboard Software*. Also IQ Test (P1/S) by *Victor Serebriakoff, Cookie* (G30/R) and *Pssst!* (G28/R) by Ultimate and *Space Raiders* (G9/S) by Psion. **Call Tammy on 0553 775728.**

■ The Complete Spectrum ROM Disassembly, published by Melbourne House. Will buy or swap for games. **Phone Arthur on 0908 321390 after 2pm.**

■ Micromate Interface 3. **Call Matt on 031 658 1183.**

■ Crystal's *The Dungeon Master*. **Call Terry on 081 466 5266.**

■ I need help with *Magicland Dizzy*! Will also pay £5 for *Lemmings* and *Witch's Cauldron*. **Call Jeremy on Blackpool 839711.**



Roll up, roll up! All that's Speccy can be found within! See the amazing knocked-down +2! Gasp at the reduced rare YS! Shriek at the living aubergine! Phew.

■ Manual for Speccy/Speccy+ or other book on BASIC. The dog ate mine! Also *Brighton Belle (Are you sure that's not* Southern Belle? *Ed)* and *Rally Driver*. **Phone N Alefounder on 0691 670324 after 6pm.**

■ Psion *Vu-File* for +2. **Phone Derek on 0353 721807 after 6 pm.**

■ *Tasword 2* cassette for +2. **Phone Philip on 021 459 4961 after 4 pm.**

■ Misty comics, annuals and Best Ofs. Also wanted: Your Spectrum, especially the ish with the *JSW* megahack (ish 18, I believe). Finally, a decent assembler (*Devpac* etc). Price paid depends on original price. **Phone Dominic on 0344 487280.**

■ +2 instruction manual. Will pay. **Phone Peter on 0862 893949.**

■ Disk drive, preferably 3.5" for 48K Speccy+. Also ZX Interface 1, speech package and a modem. Must be cheap. And! A pools forecaster and racing forecaster with instructions. **Call Trev on 0536 417779.**

■ 48K with or without power pack etc – but innards must be 100%. Also Microdrive cartridges, mouse, DTP/art pack. **Call Pat on 0592 890176.**

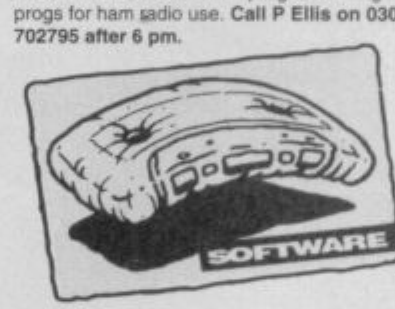
■ *Elite 128K, Sim City* and *Starglider 2*. Also wanted: any unique EXTERN commands for *PAW* and Adventures On The Spectrum, a book by Mike Gerrard. Will pay budget prices for games (£2.99 to £4.99.) **Call Darren on 0749 870471.**

■ *Football Director 2*. Will pay a fiver or swap a game from my extensive collection. **Call Ben on 0380 725615.**

■ Urgently required! *MF-Print* by Campbell Systems on cassette or Microdrive. Failing that, any program that will give me a screen dump through the RS232 port on the Interface 1. **Call Trevor on 0304 208107.**

■ A power pack for the +2. Can pay £5 but make sure it works! **Call Ben on Birmingham 3597729.**

■ +2 Morse code or RTTY progs and filing progs for ham sadio use. **Call P Ellis on 0302 702795 after 6 pm.**



■ Will swap my Shadow Warriors, Renegade 3, Indy and others for your *Skull and Crossbones, CJ in the USA, Wembley Greyhounds* and others. **Call Stephen on 0346 25408.**

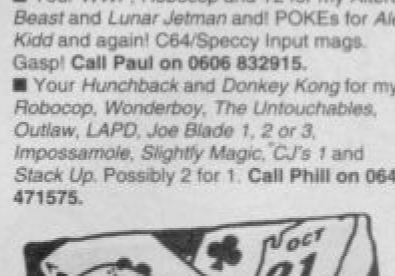
■ Your *Super Space Invaders, The Simpsons, Man Utd Europe* and *Final Fight* for my *Double Dragon 3, Predator 2, Midnight Resistance* and *WWF*, one for one. **Call Evan on 0603 665843.**

■ I want *The Mystery Of Arkham Manor* and will swap for any one of *Op Thunderbolt, SCI, Frankie Goes To Hollywood, APB, Spindizzy* or *Marble Madness*. **Phone Lee on 0652 32635 after 5pm.**

■ Speccy games for sale. All recent titles. Any 10 for £7.50. Can you afford to miss such a barg? **Call Andy on 021 784 5682 after 7pm.**

■ Your *WWF, Robocop* and *T2* for my *Altered Beast* and *Lunar Jetman* and! POKEs for *Alex Kidd* and again! C64/Speccy Input mags. Gasp! **Call Paul on 0606 832915.**

■ Your *Hunchback* and *Donkey Kong* for my *Robocop, Wonderboy, The Untouchables, Outlaw, LAPD, Joe Blade 1, 2 or 3, Impossamole, Slightly Magic, CJ's 1* and *Stack Up*. Possibly 2 for 1. **Call Phill on 0642 471575.**



■ Wanted! Reliable contact to swap games, code, POKEs etc. May start up a sort of Speccy contact/demo crew. I also need a cheep Multiface 128. Greets to Geoff – write to me! – and to Les and Spool Ltd. **Call Martin on 0244 810847.**

■ *YS2* needs you! Send all your best wibble to *YS2* c/o YS at the usual address. **Er, Ed.**

BOOK YOUR FREE AD HERE!

It you'd like to advertise in Input Output, please write in BLOCK CAPITALS below and send the coupon on the BACK OF A POSTCARD to Input Output, YS, 30 Monmouth Street, Bath BA1 2BW. If you are under 18 please ask your parent or guardian to sign the coupon for you, and don't forget to add your phone number. This service is only available to private advertisers. And for the benefit of several persons, you only need put an ad in 'Software' if you're selling or swapping games. Save your wants for 'Wanted'! Dear oh dear.

Please enter my advert under the following classification:

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MAGAZINE HEALTH WARNING — Think before you snip – most people use a photocopy instead

YS 90

Sorry, but YS can accept no responsibility for the ads placed in Input/Output

YS hints'n'tips TIPSHOP



Well, howdy Spec-chums! For the first time ever, I'm not writing the Tipshop from my desk in the YS office. Oh no, that desk is now covered with Jonathan's muck and I'm sitting at my bedroom desk It's a bit nicer this way cos I'm surrounded by all my favourite things and every time I look up I can see flowers. It's great. Anyway, it's a smaller Tipshop than usual this month, but I've tried to pack as much as possible in. There are some great maps this month, and even more waiting to be printed next month, and now I suppose I'd better let you get on with reading. But before you do that, I'd just like to thank everyone who's written me letters wishing me luck in the big bad universe that exists outside the chummy Speccyverse. It's not such a bad world really, and I'm having a great time!



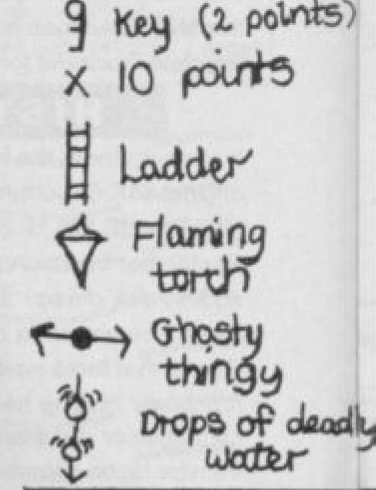
HAUNT

Yet another faberoonie map for yet another faberoonie covergame – is there no end to the immense excellence of YS? (Of course not!) Ben Luty is the man responsible, and he's also added the following tips:

- Avoid: Long drops
  Flaming torches
  Ghosts
  Drops of water
- Collect: Crosses
  Keys

Bully for Ben!





THE VERY BIG CAVE ADVENTURE

Captain Kirk has survived the perilous journey with Trixie Trinian and he's got enough energy left to tell the tale. And he didn't go about it the normal way either. Oh no, Captain Kirk completed it while playing *Turbulence* on Level Eight with his head tied up in a bag. (Don't try this at home kids!) Take it away, Captain!

S, wait , N, get penny, N, E, examine door, insert penny, E, get bomb, get wellies, spring, N, get keys, get lamp, light lamp, Sx2, throw bombs, Sx2, open gate, D, W, get cage, Wx4, D and E.

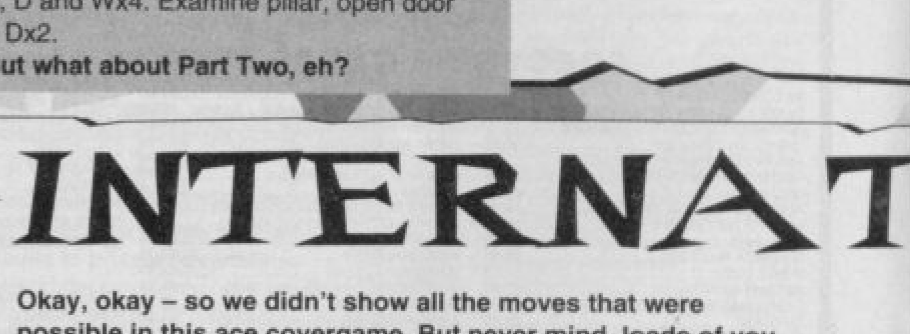
Play *Text Invaders* – keep moving and only fire once at each location. Avoid edge of screen. You need to kill about 25 aliens.

Examine characters, open airlock, get crystal, W, S, get can, N, D, open can, W, open cupboard, get key, N, drop can, get table, S, E, N, drop keys, get silver, swear, wash mouth, E, drop crystal, drop table, drop silver, spring, Sx3, D and Wx4. Examine pillar, open door and Dx2.

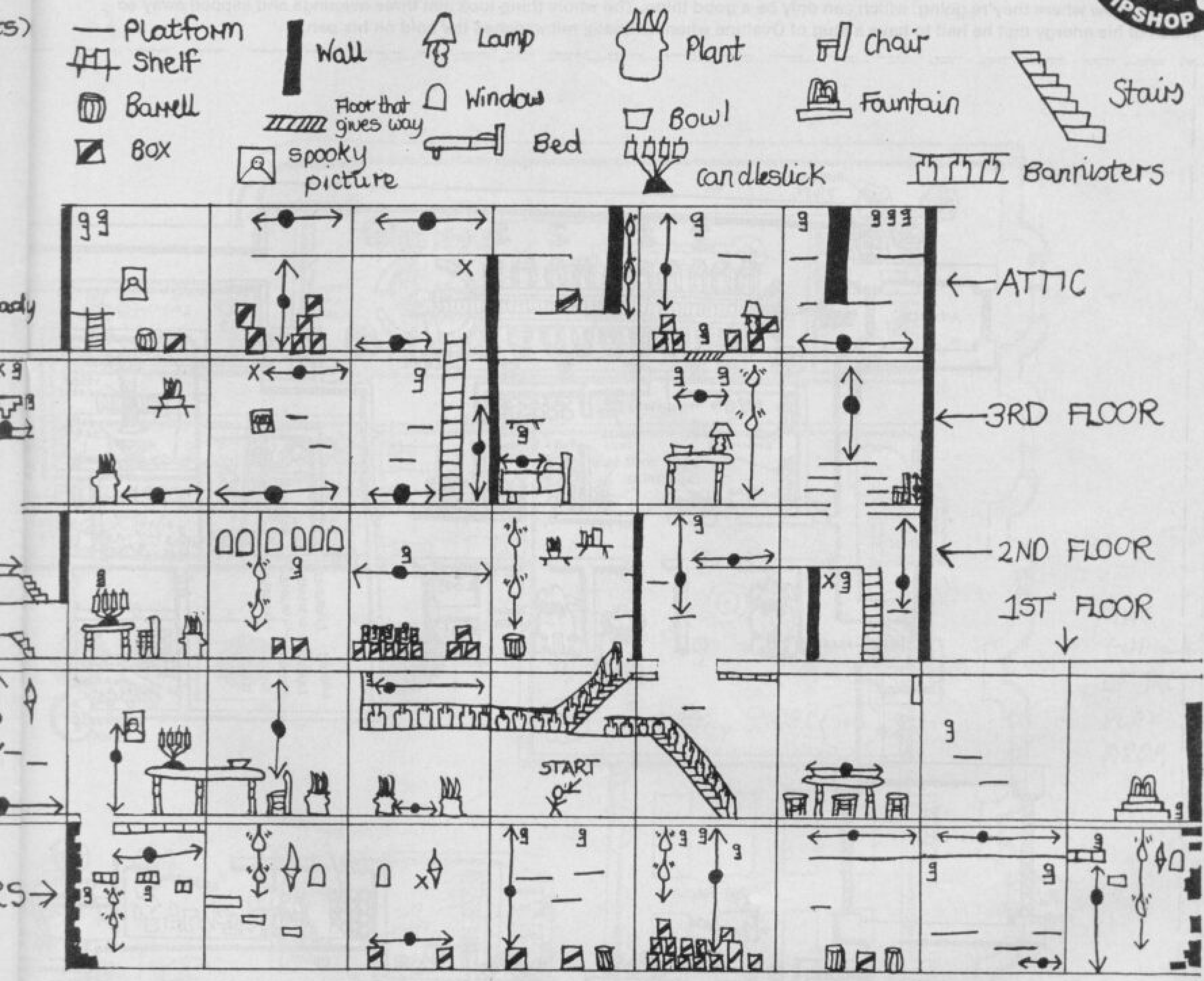
But what about Part Two, eh?

INTERNAT

Okay, okay – so we didn't show all the moves that were possible in this ace covergame. But never mind, loads of you wrote in with all the moves so we're okay. First off are John Lindsay's moves, here are the controls to use when your player is on the left...

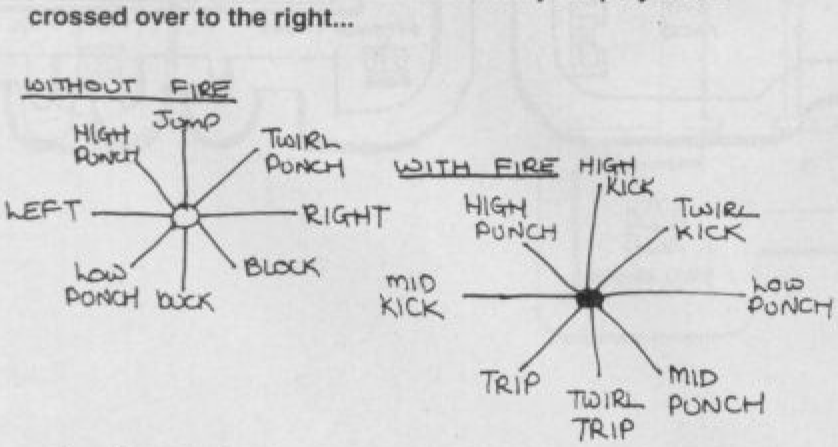


TED HOUSE



TIONAL KICKBOXING

And here are the controls to use when your player has crossed over to the right...



Ian Kynnersley has found a way to defeat all the players in ***International Kickboxing*. Tell us, Ian...**

Push your opponent into his centre and kick him to the floor using fire and down. Position yourself at his feet and hold down fire until you beat him – alternatively, you can put your joystick on rapid fire. To defeat your opponent even more quickly try pressing different directions with the fire button down.

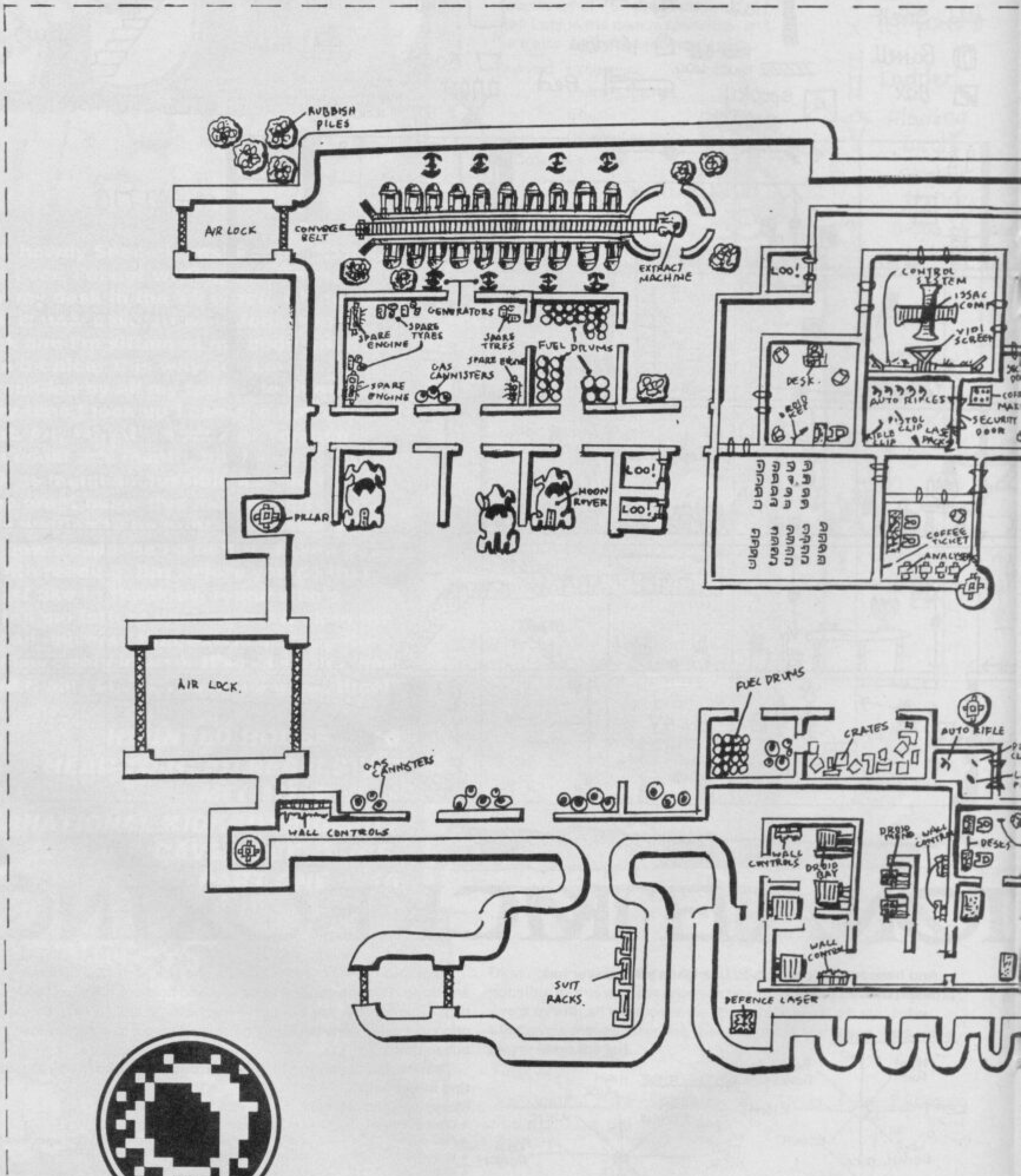
Thanks, Ian. If you're still having trouble then Anthony Austin's tips might help...

Moves and combinations

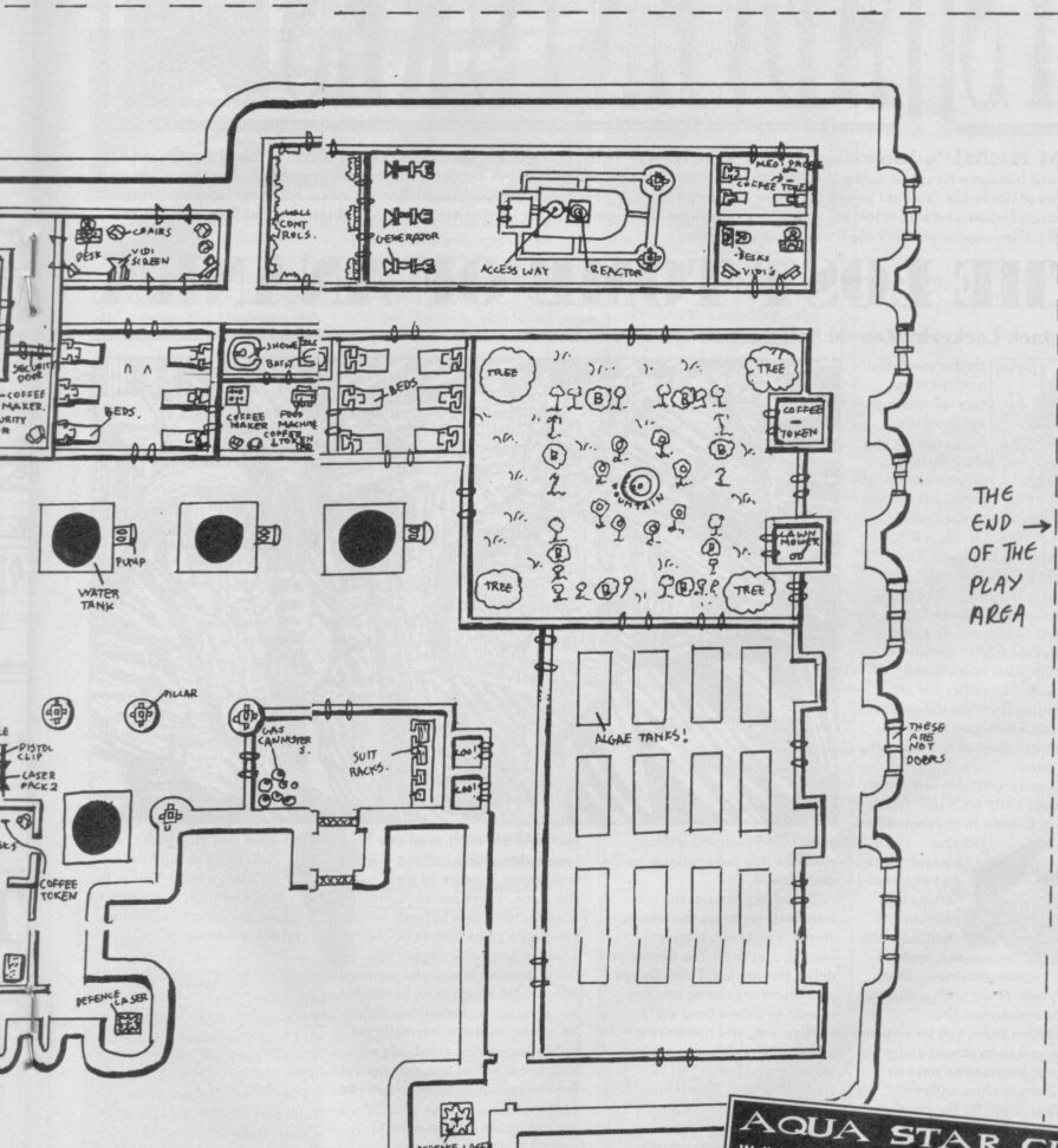
☆ Chest guard	Move left then to guard position
☆ Face guard	Chest guard then hold fire until fist is nearly at chest agian, then let go
☆ Whirlwind	Continuous spinning punches
☆ Head to toe	Face kick then ankle or spinning ankle kick. Best when opponent has just got up
☆ Can Can	Continuous face kicks
☆ Lowdown	Random pattern of ankle kicks and spinning ankle kicks
☆ Headache	Continuous jabs
☆ Moonwalk	Useless but fun. Keep tapping move left
☆ Shake	Uselesss but fun, alternate left and right
☆ Bird	Duck (funny, eh?)

HEAD-TO-HEAD

Jim Horner thought you lot may appreciate this rather brilliant map of our equally brilliant covergame. Its aim in life is to help people know where they're going, which can only be a good thing. The whole thing took Jim three evenings and sapped away so much of his energy that he had to have a mug of Ovaltine when he finally relinquished the hold on his pen.



D REBELSTAR



AQUA STAR GIRL

Well, it's time for me to turn off the computer and change the record. Life, eh? It's great. Now all you lot have to do is keep sending those maps, cheats and tips in to me, Linda B, The YS Tipshop, Your Sinclair, 30 Monmouth Street, Bath, Avon BA1 2BW. And remember kids, the time is right for dancing in the streets. So off you go!

YS ADVENTURES



TIM KEMP's leaving! He's packing his bags and heading for pastures new!
The time has come for me to vacate the adventure hot-seat. For my final column I've decided not to wallow in nostalgia, but to bow out with reviews of two really excellent games that have just been released. To accompany the reviews there are a final batch of money-off coupons in Coupon Corner as a sort of leaving present, or something. The reasons for my leaving are revealed a bit later on, but first, here are the reviews. (Has anyone seen my eco-friendly camping stove?)

THE LOST TOMB OF ANANKA

By: Jack Lockerby/Zenobi Software

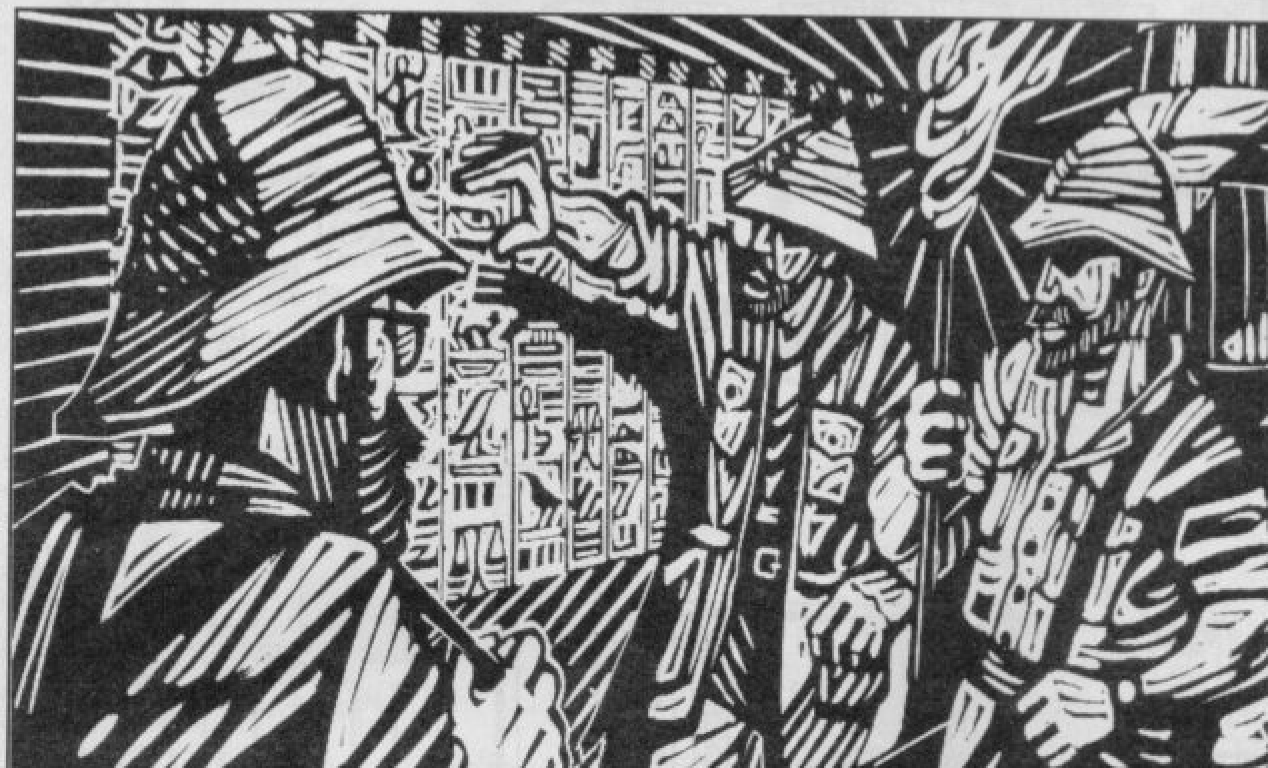


Illustration by Anthony Colbert

The discovery of an ancient stone tablet in the valley of the kings causes Dr Jack Foswell (that's you) to rush to the scene of the dig, where you find a secret entrance to the lost tomb of Ananka. A landslide has already killed your colleague Professor Sorinson, so perhaps the curse that is contained on the tablet is to blame – and should be reversed ASAP! Initial investigations uncover the Professor – or rather his arm protruding from the debris of the rock fall. Don't pass it by – it holds vital clues to aid you on your quest.

The game contains one or two surprises early on. First there's a little pull-down menu that shows you the hieroglyphics and associated letters that are used to translate the encrypted in-game messages. Don't worry, whenever such a message appears on screen the translation panel can be accessed and remains on screen along with the message so you can decipher the clues with no problem at all. By the time you get to your fourth or fifth message you can spot the key 'glyphs and pretty soon you'll be deciphering the words of the ancients like a demon!

The second little surprise comes when you are told to open the small envelope that comes with the game (in the cassette case along with the storyline sheet). The enclosed letter contains info not available in the game itself!

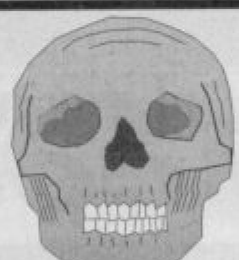
Travelling around the labyrinth of tombs, chambers, rooms, vaults etc, is easy enough... at first. The deeper you delve, the more difficult things get. There are one or two key objects to collect from early exploration, and there are a couple of simple grave robber traps to avoid or set off in a controlled way. Everything (save the Ananka name) is pretty much authentic. The curses, gods, objects, places are all genuine, and even some of the tasks you have to perform are at least based on the sort of things ancient Egyptians would have done with the objects provided! Don't panic – you certainly don't need any knowledge of this ancient civilisation in order to play the game. There are enough friendly messages to push you in the right direction. Then, of course, there are also the numerous sound and screen effects that adorn most Compass adventures. Do something right (or wrong) and you normally get to hear or see the result via a barrage of screen wobbles, border flashes and cacophonius squawks and warbles.

You can, at certain points, control your very own mummy, beat off hordes of evil black things, and get to face the ultimate challenge in the hall of the gods – where the objects and knowledge gained from your earlier exploits will be put to good use. But wait... what you think is the final challenge isn't! This is the best Compass adventure to date, and that's really quite an achievement.

Title: *The Lost Tomb of Ananka*
From: Compass Software, 111 Mill Road, Cobholm Island, Great Yarmouth, Norfolk NR31 0BB.
Price: £1.99 – available on tape and +D disk, or +D SAM Coupé-compatible version. (State version when ordering.) Cheques and POs payable to Compass Software. Overseas customers add £1.00.

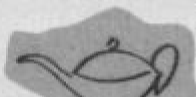
TEXT	■■■■■■■■■□
VALUE	■■■■■■■■■■
PERSONAL RATING	■■■■■■■■■■

DEATH OR GLORY



By: Dream World Adventures





This game has a simple, classically styled storyline. You've got to avoid evil Goblins, right wrongs, find treasures and basically stay alive. The first thing you'll see is that it truly is a game set in the classic adventure mould – it's a fantasy romp through and through. The location descriptions are long, detailed and very evocative. They begin by being bright, sunny and hopeful, and end up dingy, dreary and, well, just downright nasty!

But what of the challenges in the game? You find that after a few minutes' play you'll have amassed an assortment of goodies that all find uses early on. You also see that your actions are punctuated at key points by super little animated displays. Okay, they are simple, but they add one heck of a lot to the game. You look forward to doing something in the hope of triggering off one of these displays. One of my favourites comes late on, when, after hiding in a log you spy though a knot-hole an object being hidden somewhere. Then there's the Cyclops who has to be blinded – this involves a diddy graphic flying through the air and hitting said monster squarely in the ocular region! Great stuff!

Many of your tasks are linked in one way or another, though if you find the going gets tough simply go back to places where items were 'uncovered' first time round and see if there's anything else to be found upon second investigation. There usually is!

Part Two begins in much the same fashion as Part One, except that instead of being bright and happy, everything is drab. A lot of the game is played underground where you'll really be challenged to the full by those nasty Goblins.

Death or Glory is a sequel to *Dragon Slayer* though you can play them independently of one another. The tidily different animation alone makes the game worth buying, but it's a cracker on the whole as well.

Title: *Death or Glory*
From: Martin Freemantle, Dream World Adventures.
See the coupon opposite for special price, address, and ordering information.

TEXT	
VALUE	
PERSONAL RATING..	

Adios Amigos!

The news of a recently discovered tribe living in the Upper Volta who, since the death of their leader, have been, er... well, sort of wandering leaderless through the wilderness caught my attention, and I decided there and then to pack my knapsack and set forth to find this tribe and teach them the ways of the Speccy.

I'm travelling light, taking with me in the aforementioned knapsack a Speccy (complete with generator, power pack, tape-deck, monitor and selection of adventures), four cats (to be used as pack-animals when the going gets tough), a lamp, a rope, a piece of flint (all good adventure gear) and a signed photograph of the YS Shed Crew just as an incentive to keep going! (Ahem.) (What, no mauve cloak? Ed)

It hardly seems a year and a half since I stumbled out of that mystic doorway, but all good things must come to an end. The boat leaves tomorrow, my berth is booked, my passage is paid and I've already eaten the box of chocs the YS bods bought me as a leaving present.

So that's it...the end of some sort of adventure era. May your swords never need sharpening and your lamps burn ever bright. 'Bye everyone... bye. (Sniff.)

COUPON CORNER

As a sort of farewell party do kinda thing, I've managed to persuade a load of adventuring bods to knock a bit o' cash off the price of their games. No need for thanks – I'm just spreading a little happiness where'er I go, before I go!

ZENOBI ZINGERS

Zenobi Software have been seized by the spirit of generosity and have decided to lop 50p and even 75p off a selection of their titles. Just tick what you want from the following list and enclose a cheque/PO made out to Zenobi Software. Overseas readers should add £1.00 per item. Send everything to Zenobi, 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX.

From these £1.99ers I'd like...

☐ *The Kangrin Plans* (128K only)
☐ *The Lost Twilight* (128K only)
☐ *Murder He Said* (128K only)

While from these £3.49ers I'd like...

☐ *A Handful Of Hamster Droppings* (Seven games on +3 disk only)
☐ *Hamster Droppings* (Four games on +3 disk only)

And from these £1.75ers I'd like...

☐ *Arnold the Adventurer 3*
☐ *Murder Hunt '92*
☐ *Murder Hunt '92 2*
☐ *Aztec Assault*
☐ *Violator of Voodoo*
☐ *Impact*
☐ *Marooned*

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DREAM WORLD DYNAMITE

Dream World Adventures haven't been around long, but their games are pretty hot stuff, and feature the odd bit of humorous animation. This offer is a simple one – 50p off each game. Tick those boxes, chuck in a cheque/PO made payable to Martin Freemantle and send the lot to Dream World Adventures, 10 Medhurst Crescent, Gravesend, Kent DA12 4HL. Add £1.00 per item if you are an overseas adventurer.

Please send me the following games for the warmingly low price of £2.00 each:

☐ *Dragon Slayer* (cassette or +D disk)
☐ *Death Or Glory* (cassette or +D disk)

From......................................
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GUILD GOODIES

The Guild have come up with a double offer for you. Buy any of the games below – the prices are 50p lower than normal – or buy all ten in one go and save a whopping £9.00. You know the form by now – tick the relevant boxes, add £1.00 per item if you're an overseas spelunker, make cheques/POs payable to Glenda Collins and send to The Guild, 760 Tyburn Road, Erdington, Birmingham B24 9NX.

Please send me the following games:

☐ *Merlin* (two parts) £2.00
☐ *Million Dollar Great Jewel Heist* £1.50
☐ *Heist* £1.50
☐ *Orb Quest* (128K) £2.50
☐ *Solvadol-X* (128K) £2.00
☐ *Nightmare* £1.50
☐ *Firelance* £1.50
☐ *Homicide Hotel* £1.50
☐ *Gerbil Riot of '67* £1.50
☐ *Black Knight* (two parts) £2.50
☐ *The Base* (two parts) £2.50.

From......................................
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Got a problem? Get it solved! With

SIMON COOKE

SPEC TEC *Junior*

After 20 years' service, Captain Mahoney is retiring. (Does this mean Simon's going to be quite sensible today?)

'Tis a sad day in Bath – finally, that old goat Captain Mahoney has hung up his gun belt, handed in his badge and thrown away his 'Pending Investigation' file. Yes, unbelievable as it may seem, Captain Mahoney has retired! The party is tonight, and that's when the new captain, Pat Spencer will be initiated with the age-old ceremony of the shiny whistle. Finally, I'll be rid of ol' Mahoney! He had the annoying habit of popping up just when I was about to investigate a client, or, as he called it, 'breaking and entering'.

ALPHA AND OMEGA

I've just bought my first Speccy (a 48+) which came with an Alphacom 32 printer. Can I use the ZX silver type paper in the printer without it throwing a wobbler? Also, the printout on the Alphacom is faint – is there anything I can do to improve the printout or is it terminal? Lastly, can you put me on the trail of any simple book (other than the Sinclair manual) which could tell me how to achieve funky effects with my computer?

Stuart Marsden
Wallasey, Merseyside

(Cough sniffle). Oh sorry about that – it's just that it's not every day that you lose such a colourful character as Captain Mahoney. Anyway, down to business. You can definitely use the silver paper in the Alphacom – it'll work perfectly fine, as will fax paper if you can get your hands on it (and you trim the roll to fit the printer). Curing the printout isn't as easy – what you'll have to do is to get a little isopropyl alcohol from your local chemist, and wipe the bit that lights up when you try to print (if you look closely, you'll see it arcing). TURN YOUR PRINTER AND SPECCY OFF FIRST! This part gets covered with singed sooty dust from the paper as well as normal dust when it heats up which doesn't do it any good at all. So get yourself a cotton bud, and clean up that printer! (Don't use too much alcohol though – just enough to make the cotton bud damp will do.)

Which book eh? Lemme see... Two of them come to mind – but they're both out of print, so you'll have to try and get them from your local library. They are Over The Spectrum, and Understanding Your Spectrum. The latter's by Dr Ian Logan and both were published by Melbourne House. Phew. **Si.**



YET ANOTHER PRINTER

I recently bought a Citizen 120D+ printer with parallel interface and an Amsoft PL-1 printer lead for use with my two Spectrums (+2A and a +3). This works fine for my +2A, but not for my +3. COPY works on the +3 but LPRINT and LLIST don't. I tried the FORMAT LPRINT "C" and the FORMAT LPRINT "U" commands – I've even tried the PRINT #3 command, but none work. Are there two cables – one for the +2A and one for the +3?

Neil Gillmore
Wellingborough, Northants.

Hmmm. Well first off, we can get rid of the idea of two different cables – the fact that the printer responds to the COPY command correctly shows that it works all right. Honestly, to all intents and purposes your printer should work. Try OPEN #4; "p" and then start printing using PRINT #4; "Anything". If this doesn't work, well done – you've stumped me! Any reader out there want to lend a hand? **Si.**

ROY G BIV

I've been writing computer games for about two months now, and it's really quite fun, but on the *Shock* megademo in the Christmas YS, one of the parts really struck me. In part 2 there are more colours in each of the 24 lines than normally possible. Are you aware of how to make these wonderful effects?

Ritchie Wood
Clackmannanshire, Scotland

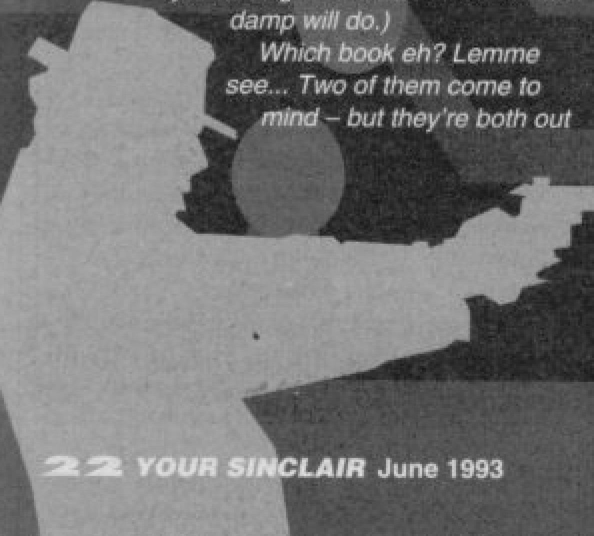
Ahh. This is the good old Rainbow Processor technique which has been used in everything from Uridium to Zub. This is how it works. The TV picture is updated every fiftieth of a second. When this starts to happen, your Speccy receives an interrupt and gets ready to put its display on the screen. When the beam of electrons that make the TV picture reaches the top of the screen area, the Speccy quickly grabs data from the bitmap area of the screen (16384 to 23295) and from the attribute area of the screen (22528 to 23295), merges 'em and then sends the data to the TV. This takes time, and while the electron beam is zipping down to the next line on the screen, you can change a small area of the attribute map. Shock cheats (sort of) – because you've got such a short time to do the changes, you can't alter the entire line, so it uses alternate ink and paper colours and only changes colour every second scan line. You can see this by looking at the screenshot in the tape pages of that issue – the screen just seems to be a load of horizontal lines.

If all this seems a bit tricky to follow, try this dead simple program. (I tried to do a complicated Shock*-y one, but it didn't work!) All the prog does is to change the colours on one line faster than the TV scan can keep up. Press SPACE to exit and try POKEing 55009 with a number between 1 and 31 for different effects.* **Si.**

```
10 REM Dead simple rainbow example
20 POKE 23693,7: BORDER 0: CLEAR
54999: FOR F=55000 TO 9E9: READ A: IF
A<>999 THEN POKE F, A: NEXT F
30 PRINT AT 0,0; "Dead simple rainbow
processor"
40 RANDOMIZE USR 55000
100 DATA 243, 175, 33, 0, 88, 17, 1,
88, 1, 19, 0, 119, 237, 176,
60, 230, 7, 71, 175,
219, 254, 47, 230, 31,
120, 40, 231, 251,
201
110 DATA 999
```

NO JOY!

I recently bought myself *Switchblade* for my 128K Speccy





CRACKED!

THE THINGS YOUR MANUAL NEVER TOLD YOU ABOUT...
Part one in a series of however many I can string it out for (ahem!)

THE ATTRIBUTE PORT
Remember all that furore about the +3 and +2A – how they wouldn't run certain games? This was because those games, such as *Short Circuit*, used something called the Attribute Port.

This was a port that could be read to determine what the current attribute byte being sent to the TV screen held. Some (mostly Ocean) games were using this to synchronise themselves with the TV update so that their sprites didn't flicker. When the Speccy was drawing the border, the Attribute Port held a value of 255, so the non-flicker routines waited for this value and then bunged all their sprites on the screen. Unfortunately, when Amstrad redesigned the Speccy ULA for the +2A, +3 and +2B they forgot to put this port in – so the games kept locking up.

Anyway, history lesson over. If you too would like to look at this fabulous port (and you haven't got a +2A, +3 or +2B) you can find it if you read port 10495 (although as only certain bits are used, you can read port 255 just as well). The port is included in the SAM Coupé as well, but if you're in mode 3 or 4, it holds the value of the third and fourth pixel out of every group of four. Still dead useful though.

Next month: The SAM's serial comms port!

only to find that there were no keyboard controls, and the SJS joystick which I recieved free with my Speccy had died long ago after about five seconds of use. Is there a way of using a Sega Megadrive joypad on the Speccy (and if possible the Amiga)?
Peter Holcroft
County Antrim, N Ireland

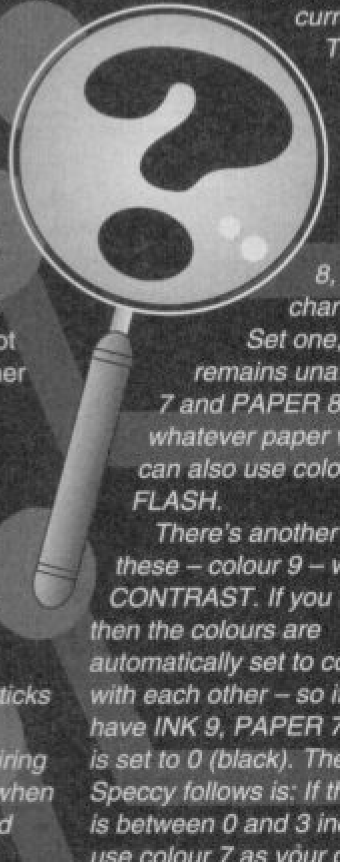
Yes – the Sega Megadrive joystick WILL work. The thing is though that it will not work correctly with the Sinclair joystick interface because the internal wiring for the joystick is different to what the interface sockets expect (that's Amstrad for you). It WILL work perfectly well with the Amiga, too! So go out and buy that joypad! It'll be a good idea if you learn how to use the 'Sinclair keys' – 6, 7, 8, 9 and 0. If you practise using them to play your games with (and believe me, it only takes a short time to get used to) then you'll never have problems if you can't find a joystick again!
Si.

NO JOY PART 2
I've got a Spectrum 128 and have had problems with joysticks not working properly. I had the computer repaired, but still the joystick didn't work so I bought a new one. Now I can only move from left to right on all games, and some games do not load properly (ie they don't respond to either keyboard or joystick controls). Help!
John Knock
Basildon, Essex

Well, well, well. This sounds like that sneaky Sinclair wiring problem again. Amstrad, y'see, decided that it would be a really good idea if they rewired the standard Atari joystick port so that it was impossible to use the freely-available joysticks already on the market. This caused any joysticks which didn't have the Amstrad wiring set up to cause havoc with the computer when plugged in (the left-right only and keyboard lock-up problems you noticed).

The cure? Well, there are two things you can do – you either buy ajoystick which is Speccy 128k+2 compatible (these usually have a grey lead as well as the normal black one – you just plug the grey one into your computer), or you can track down a converter cable to allow normal joysticks to work with your machine. Cheetah (☎ 0222 867777) did a converter lead at one point, and most of their joysticks have (or at least had) double leads – so that's my recommendation for the month.
Si.

TRANSPARENT CONTRAST
A number of programs that I've seen in YS have used INK 8, PAPER 8, BORDER 8. Since the different colours that the Spectrum can handle range from 0 to 7, what effect does setting them to 8 have? Also, I'm very confused about the *Signal 3* PD demo. How come there was 128K music when the demo was loaded in 48K mode? After all, you need to be in 128K mode to hear the 128K music.
Edward Sykes
Whitefield, Manchester



Correct! The Spectrum can ONLY have colours from 0-7. When you use colour 8, it's a command to BASIC to make the current INK or PAPER colour TRANSPARENT. In this mode, any text you print doesn't change the attributes behind it – so the colour is transparent. If you set both INK and PAPER to 8, then the colour doesn't change at all when you print. Set one, and that's the one that remains unaffected (eg if you set INK 7 and PAPER 8, you get white text on whatever paper was set originally). You can also use colour 8 with BRIGHT and FLASH.

There's another one of these – colour 9 – which is CONTRAST. If you use this, then the colours are automatically set to contrast with each other – so if you have INK 9, PAPER 7, the ink is set to 0 (black). The rule the Speccy follows is: If the colour is between 0 and 3 inclusive, use colour 7 as your contrast colour, otherwise use colour 0.

You're wrong about the 128K music bit – in 48K mode, only the paging is locked out – the sound chip can still be accessed directly using OUT 65533 and OUT 49149 for the register and data respectively. **Si.**

THE GREAT ESCAPE
Do you know how to disable the BREAK key?
Andy Woodward
Chelmsley Wood,
Birmingham



No, I don't – but I know a man who does! Over to you, Ed! Hello all you happy people. By far the most effective way to disable that naughty old BREAK key is the method we used this month on *YS2*. All you need is the following line at the start of your program:

```
1 LET s=ADDR: POKE s,205: POKE
s+1,125: POKE s+2,27: POKE s+3,24:
POKE s+4,251: LET a=PEEK
23613+256*PEEK 23614: POKE a,s-
256*INT (s/256): POKE a+1, INT
(s/256)
```

This redirects the error routine so that instead of pointing to the ROM error handler, it points to the ROM CONTINUE program. Hey presto! Instead of stopping with an error report, your program jumps to CONTINUE and, er, continues! A word of warning – using this method you can't stop your program if you try, so you'd better have saved an older copy, eh? Oh, and ADDR is the address where you want to place the routine. If you're not sure of one try 65531 – the very top of memory. **Ed.**

COOL IT-I'M ON THE CASE

Well, no one can say Captain Mahoney doesn't know how to throw a party. All the crowd are here – the Chief of Police, all of Mahoney's fellow captains and most of the constabulary as well! In fact, it looks as though I'll be able to do that bumper crop of, er, 'investigating' later on after all. But hush! Now that Spencer's been officially sworn in, Mahoney is going to say a few words. (Room falls silent as ex-Captain, swaying slightly, makes his way to the rostrum. Pause, then sound of ex-Captain breaking into stream of Irish oaths.)

Oh dear. It looks as though Mahoney's delivering a few home truths about the Captain of Precinct 17. Er, if you've got a Speccy or SAM prob then write to **Spec Tec Jr, YS, 30 Monmouth St, Bath BA1 2BW**. (Sound of fight breaking out.) Bye now! (Detective is knocked unconscious with chair.)





THE +3 MU

The history books speak of the +3 Musketeers – their daring deeds, their unswerving loyalty and their outlandish moustaches. Dedicated to helping all +3 owners with their problems, the swashbuckling trio cut a crimson swathe through the ranks of DOS errors, unfriendly command lines and the Cardinal's guards (but only as a hobby).

Return with us now to those days of gallantry and preposterously large hats as we delve inside the Speccy +3 with Thermos! Pathos! and Bernard!

Huzzah! Allow me to introduce myself. My name is Pathos and these are my dashing colleagues, Thermos and Bernard. (Actually readers, Pathos isn't my name at all. It's Jeff Braine. Pathos and the whole +3 Musketeers thing is just a gimmick, but keep it under your hat.) I've just been handed a problem by my honest peasant friend Colin-the-cardboard-cutout so this month the Musketeers will be tackling cataloguing a disk in detail. Colin wants not only the filenames, but their lengths, file types and start addresses. Pish and tush – 'tis a mere bagatelle for the +3 Musketeers. One for all and all for one! (Wink at the readers, chortle knowingly.)



Cataloguing a disk in detail

Right. This is an interesting task, which can be tackled in a number of ways. My method may not be the easiest (if you know of an easier way, why not jot it down and send it to me and become an honorary member of the Musketeers and receive a stylish costume and a big feather or possibly just a bit of paper saying thanks very much or something) but it uses a number of useful DOS routines that are only available from machine code. For the benefit of newcomers or confused individuals, DOS (or Disk Operating System) is the series of code routines that sits between BASIC and the +3 disk drive. So when you type, for example, FORMAT, DOS intercepts the command and executes a number of these built-in routines, rather than you having to write the code yourself. Of course, when you want to do things DOS can't handle (like – yes! – cataloguing a disk in detail) you'll have to slip past BASIC and rummage around with the DOS yourself. And so to work. Onwards, trusty steed! (Sound of journalist bellowing lustily in the manner of a horse for effect.)

The theory

The machine code breaks down into four subroutines. Two of these deal with memory paging – the first pages in the +3 DOS ROM and memory page seven so that DOS routines can be called, while the second subroutine pages back the BASIC ROM and memory page zero so that you can return to BASIC without crashing. (If you're unsure about paging, take a look at issue 88's Spec Tec Jr where the whole caboodle is covered in detail – there are even some diagrams!)

The other two subroutines are the ones that are called from BASIC. One uses **DOScatalog** to fill a buffer which starts at address 40000 with the available filenames from the disk. The second is a little more complicated. Firstly it opens a specified file. Then the DOS routine **DOSref_head** is called. This routine returns an address into the register pair IX, and the eight bytes from this address (which contain the start and length of the file and so on) are copied from page seven (the DOS workspace) to an area where BASIC can actually see them.

The eight bytes that were copied contain all the information about the file we require. Byte one contains the file type; a number between zero and three. (Zero=BASIC program, one=numeric array, two=character array, three=code.)

Bytes two and three contain the file length as a 16-bit number.

Bytes four to seven vary depending on the file type as determined by byte one. If the file is BASIC then bytes four and five are either the auto-running line number (ie, the prog has been saved with SAVE "prog" LINE x) or a number in excess of 32768, indicating the program does not auto run. Bytes six and seven then make up a 16-bit loading address expressed as an offset to the system variable PROG, keeping it in the BASIC area.

If the file is a numeric array then byte five contains the ASCII code of the variable name. Bit six is set (or one), bit seven reset (or zero). To work out the variable name, take 64 away from the value in byte five.

Similarly, if the file is a character array, byte five also contains the ASCII code of the variable name. Bit six is reset and bit seven set.

Finally, CODE files use bits four and five to store their start address. In this case, bits six and seven are ruthlessly ignored altogether.



The machine code

In the tradition of Ooh, Sourcey!, here's the assembly listing of the machine code, complete with wibbly comments and explanations.

```
; assemble to 36864 decimal
Fname1: "*.*", FFh
Fname2: XXXXXXXX.XXX, FFh
Page_in_DOS:    DI
                LD BC, 7FFD
                LD A, (5B5C)
                RES 4, A
                OR 7
                LD (5B5C), A
                OUT (C), A
                EI
                RET

Page_in_BASIC:  DI
                LD BC, 7FFD
                LD A, (5B5C)
                SET 4, A
                AND F8
                LD (5B5C), A
                OUT (C), A
                EI
                RET
```

These two routines page in the DOS and BASIC respectively. Note the bit at the beginning which just reserves some space for the filename. (All numbers are in hex.)

USKETEERS

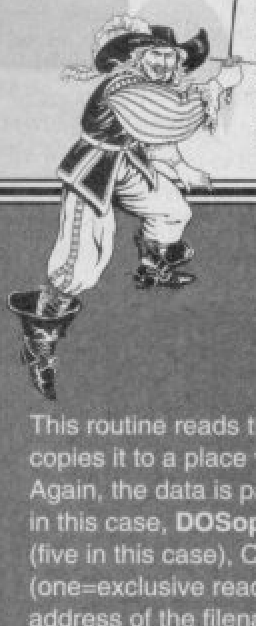


Initiate! Exterminate! (Sorry)

```
initialise:     CALL page_in_DOS
                CALL 0100
                LD HL, 9C40
                LD DE, 9C41
                LD BC, 0400
                LD (HL), 0
                LDIR
```

This portion, as you might have guessed, handles the initialisation. 0100h is a native DOS routine called **DOSinitialise**, which sets up the drive for accessing. After that we clear a space for the data by using the LDIR command. You've come across LDI before – it takes the byte in HL, puts it in DE and increases both register pairs by one. LDIR is the same, but with a repeat function. It moves BC bytes from HL to DE in one go. (Saves you having to enter 0400 LDIs!)

```
LD B, 40
LD C, 01
LD DE, 9C40
LD HL, fname1
CALL 011E
LD C, B
LD B, 0
PUSH BC
CALL page_in_BASIC
POP BC
RET
```



The data being passed in BC is used by the DOS routine **DOScatalog**. B contains the size of the buffer in entries plus one. C must be one so that **DOScatalog** reads SYSTEM files as well. DE must contain the address where the data is to be put, and HL must contain the address where a filename or wildcard 'filter' is stored. (If you're getting lost, there's a pretty good explanation of the DOS routines starting on page 198 of the +3 manual.) After calling **DOScatalog**, we page BASIC back in and put the number of files in the BC register pair. (Remember, when you return to BASIC you can read the contents of BC with PRINT USR routine or LET a=USR routine. And you thought it useless. Ha!)

Fetch me that data, sirrah

```
read_header:    CALL page_in_DOS
                LD DE, 0103
                LD BC, 0501
                LD HL, fname2
                CALL 0106
                LD BC, 0500
                CALL 010F
                PUSH IX
                POP HL
                LD DE, AFC8
                LD BC, 08
                LDIR
                LD BC, 0500
                CALL 0109
                CALL page_in_BASIC
                RET
```

This routine reads the header of a file and copies it to a place where BASIC can see it. Again, the data is passed to a DOS routine – in this case, **DOSopen**. B is the file number (five in this case), C holds the access mode (one=exclusive read) and HL contains the address of the filename we've just read.

After **DOSopen**, there's another bit of data-juggling for the benefit of **DOSref_head**. This routine loads the register pair IX with the address of the header in page seven. Using the old PUSH/POP combination (ie, LET regpair2=regpair1) we set up another LDIR block move so that the data is put where BASIC can see it. (Bit useless, otherwise.) Finally, by loading B with the file number we've just been looking at (in this case, five) and calling **DOSclose**, then paging BASIC back in, it's back to normality. Phew.

The program

Veterans of Steve's Programming Launderette should have no problems with this dainty proglette. First it POKEs the machine code into memory, then it executes the first code routine, reading the list of filenames on the disk from the directory. The prog then takes the first filename from the list and opens it, copying its header information to a handy place in memory. The file is then closed, and the information interpreted in a manner divulged in my previous utterance before being printed to a screen. Finally, the process is repeated until we run out of filenames. There's even a little check so you don't waste time waiting for the code to be POKEd in if it's already there.

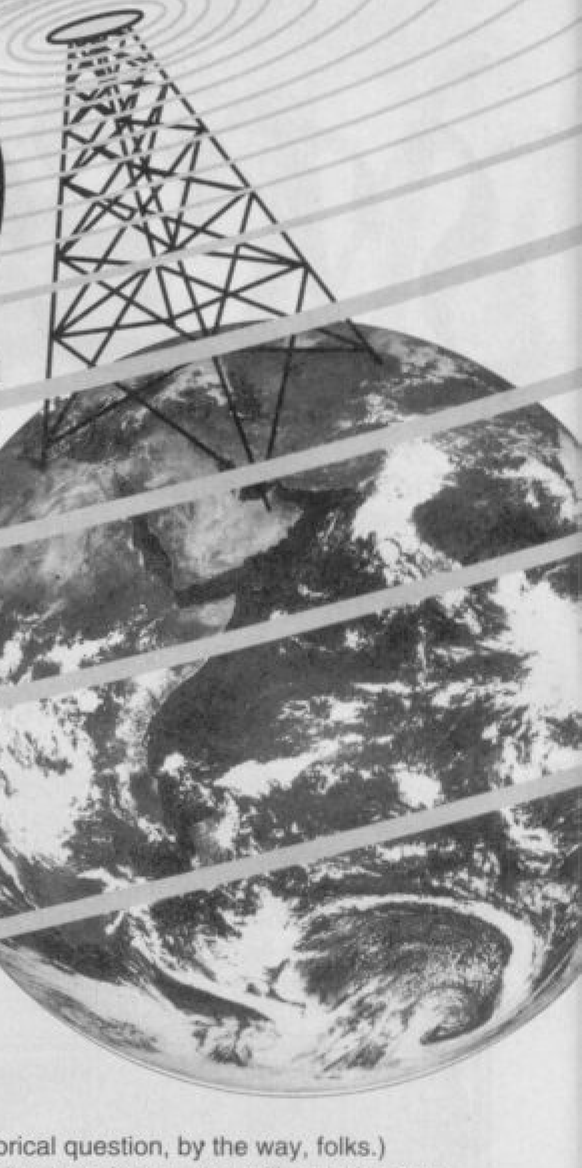
```
10 CLEAR 36863
20 REM
30 REM "DIR"
40 REM (c) Pathos 1993
50 REM
60 REM Read in M/C routines
70 REM
75 IF PEEK 36864=42 THEN GO TO 130
80 FOR a=36864 TO 9e9
90 READ b
100 IF b=999 THEN GO TO 130
110 POKE a,b
120 NEXT a
130 LET files= (USR 36917)-1
140 LET start=40013
150 FOR a=1 TO files
160 LET b$=""
170 FOR b=0 TO 7
180 LET b$=b$+CHR$ (PEEK (start+b))
190 POKE 36868+b, (PEEK (start+b))
200 NEXT b
210 LET b$=b$+"."
220 FOR b=8 TO 10
230 LET b$=b$+CHR$ (PEEK (start+b))
240 POKE 36869+b, (PEEK (start+b))
250 NEXT b
260 RANDOMIZE USR 36958
270 LET type=PEEK 45000
280 LET length=(PEEK 45001)+(256*PEEK
(45002))
290 LET strt=(PEEK 45003)+(256*PEEK (45004))
300 IF type=2 THEN LET n$=CHR$ ((PEEK
45004)-128)
310 IF type=1 THEN LET n$=CHR$ ((PEEK
45004)-64)
320>IF type=0 AND strt>=32767 THEN PRINT
INVERSE 1;"Pr"; INVERSE 0;" ";b$;"
LEN ";length
330 IF type=0 AND strt<32767 THEN PRINT
INVERSE 1;"Pr"; INVERSE 0;" ";b$;" LINE
";strt;" LEN ";length
340 IF type=3 THEN PRINT INVERSE 1;"C";
INVERSE 0;"  ";b$;" ";strt;", ";length
350 IF type=1 THEN PRINT INVERSE 1;"Nu";
INVERSE 0;" ";b$;" DATA ";n$;" ()"
360 IF type=2 THEN PRINT INVERSE 1;"Ch";
INVERSE 0;" ";b$;" DATA ";n$;"$ ()"
370 LET start=start+13
380 NEXT a
390 PRINT ' ' "Total of ";files;" files on
disk": STOP
400 REM Data for M/C
410 DATA 42, 46, 42, 255, 88, 88, 88, 88,
88, 88, 88, 88, 46, 88, 88, 88, 255, 243, 1,
253, 127, 58, 92, 91, 203, 167
420 DATA 246, 7, 50, 92, 91, 237, 121, 251,
201, 243, 1, 253, 127, 58, 92, 91, 203, 231,
230, 248, 50, 92, 91, 237, 121, 251, 201
430 DATA 205, 17, 144, 205, 0, 1, 33, 64,
156, 17, 65, 156, 1, 0; 4, 54, 0, 237, 176,
6, 64, 14, 1, 17, 64, 156, 33, 0, 144, 205,
30, 1, 72, 6, 0
440 DATA 197, 205, 35, 144, 193, 201, 205,
17, 144, 17, 1, 0, 1, 1, 5, 33, 4, 144, 205,
6, 1, 1, 0, 5, 205, 15, 1, 221,
229, 225, 17, 200, 175, 1, 8, 0,
237, 176
450 DATA 1, 0, 5, 205, 9, 1,
205, 35, 144, 201
460 REM End-of-data marker
470 DATA 999
```

There you have it. An abundance, nay, a plethora of information about your files. Right, fellows, off to a tavern for some grog, some ribald jokes about the Cardinal's guards and an impressively large amount of thigh-slapping. Readers! Direct all your +3 problems to us, The +3 Musketeers (snig snig), at YS, 30 Monmouth St, Bath BA1 2BW. Huzzah! and all that sort of thing.



DIAL HARD

With Simon Hindle



Simon wanted to call this page Dial Hard 2: Dial Harder, but good taste prevailed, so, er, he hasn't. Anyway, after last month's lightning trip around the theory behind telecommunications, this month he moves on to the practical side of things. Er, hurrah (as they say in such circumstances).

Hello again. As it says about half-an-inch above my head (textually speaking), this month we're going to log on to a few bulletin boards. So, as they say in Star Trek, let's see what's out there! Or was that, these creatures can never be regarded as civilised until they learn the value of human life? Whatever.

Presumably you've got hold of your modem by now. If not, drop a line to BG Services, 64 Roebuck Road, Chessington, Surrey KT9 1JX and they'll send you some info about the VTX 5000 (the Speccy modem in a very real and no-competition sense. Look, read last month's column. All will be made reasonably clear.)

WARNING!

Best get this out of the way. Modems can wreck your life. Really. You've got to remember that although you're having lots of fun on the modem, chatting to people from all over the place, it's costing you (or your parents, or whoever) money. If you're sensible about using the phone, you can make a nice little hobby out of modeming. Or even modemming. However, if you're not, you'll pay for it, in every sense of the word. Remember the phone bill!

Righto, serious bit over and done with, let's have some fun! Yahoo, eh? Let's call a BBS!

Wait a minute – what's a BBS?

It's a Bulletin Board System. What this means is that on the end of the number you call, there's another computer with a modem that runs a program to answer the phone and display messages – like a bulletin board in real life, except without the cork bits and crap coloured drawing pins. It uses electronic mail, or, as they call it, email. You have an electronic mailbox, as does every other user on the system, and each user can send and receive email to and from other users.

BOARD NUMBERS

ASPECTS 061 792 0260 – excellent BBS,loads of Speccy-specific stuff.
SIRIUS 081 542 3772
SPEED 0453 511112

When you call a BBS for the first time, you go through a registration procedure. The BBS asks you all sorts of questions – name, address, age and so on. This is so the Sysop knows who you are. And before you ask, the Sysop (or system operator) is the person who owns the BBS. They're responsible for the upkeep of the BBS, and make sure everything runs smoothly – kinda like a cuddly old janitor or caretaker in a block of flats.

Okay. Hit me with that funky BBS info, daddio! Groovy Western pop music, yeah!

(Oh dear.) As well as offering the email to other users on the BBS, many BBSs are a member of Fidonet. Fidonet is a worldwide organisation of BBSs and through it you can send email to anyone in the world (as long as they're also on Fidonet, ho ho).

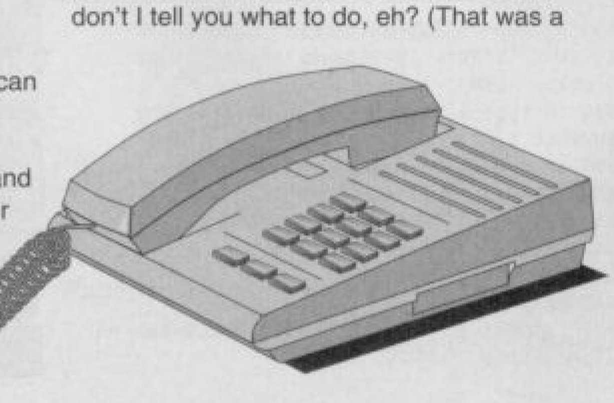
As well as that, there are many on-line games available. The most famous of these are MUDs, or multi-user dungeons. These are simple text adventures, but their beauty lies in the fact that instead of computer opponents, you play against other BBS users!

There are also games for tactical geniuses (genii?) such as *Global Wars*, which is, erm, a global wargame, *Dragon Wars* which is a dragon wargame, and *Drag Racer* which is a game about Danny La Rue. Well, it isn't really, but the titles are so predictable. Sigh.

And because the host computer does all the work, your Speccy doesn't have to deal with anything more complicated than reading the keyboard and printing messages.

Well, despite appearing crap and ignorant, I'm fresh out of questions and am rather anxious to call a BBS and get stuck into all this fun type stuff. Gimme some numbers, you dear man you.

Okay. Even as we speak, I'm compiling a hee-uge list of places you can call with your spanky VTX. However, just to whet your appetite, look at that box over there called 'Phone Numbers' or a similar but cleverely punnish name. Let's say you've selected one, called it and the BBS has answered. This is called 'logging on' because, er, of something historic to do with logs (probably) and can be a bit upsetting if you don't know what you're doing. So why don't I tell you what to do, eh? (That was a rhetorical question, by the way, folks.)



When you log on, you will probably get a Front Door program. They look like this:

```
Front Door V2.01 Press <Escape> twice
to enter BBS, or wait twenty
seconds.
```

Don't worry about the Escape key thang. Just wait 20 seconds. If you're really interested, an Antarctic expedition has been launched to investigate how to make the Speccy mimic an Escape key.

Final couple of points. Firstly, when the BBS asks you how wide your screen is, you'd better say 40 columns, because, well, the alternative is 80 columns which the Speccy hasn't a hope of handling without seriously smug software. Secondly, the BBS might ask if you want ANSI graphics. Unfortunately, these simple colour graphics don't work too well on the Speccy and take a long time to display, so you're best off not having them. The same goes for AVATAR and SKYPIX graphics, which are even nastier IBM and Amiga graphics standards. Leave well alone, that's my advice.

Thank you very much.

You're welcome. It's so nice to have a polite imaginary audience. Er, oops.

Next month we'll be really rummaging around in BBSs, and there will be a close look at something spectacularly wonderful called the Internet. Cheerio, and keep off the Heinz Spaghetti Hoops.

REPLAY

You too can have a flashy headline like mine! Send £10 to Box 14, Sri Lanka. 'Great' – TB Falsename.

The Simpsons

Ocean/£3.99
☎ 061 832 6633

The Space Mutants have decided to take over the Earth by making a super-weapon, and it's Bart Simpson's job to stop them. Oh, was that the plot? Sorry, I nearly missed it.

Anyway, the aliens need various objects to build their machine – such as purple objects, hats and balloons. The only time it even gets remotely sensible is when they start using nuclear power rods. The only way that Bart can see the Space Mutants that have infested the planet is using some X-ray specs (which make the screen a natty white-on-black affair) – 'They Live', anybody?



It's a dull life being a flower. Nothing ever seems to happen. And watching the world go by loses its appeal after, oooh, the first hour. Wish I'd been born a shrew.

Unfortunately, the game plays none too well. Ocean (and Acclaim) seem to have missed the mark with this one. It's just too darn hard to control Bart! He moves quite fluidly across the screen until you start jumping around, and then you realise that he moves just too fluidly. It's nearly impossible to jump over the bad guys with any degree of accuracy, so your three lives (which spookily actually appear to be six) don't last very long. Some of the puzzles are a bit too hard as well – namely because the instructions don't tell you really important things like when you set off a rocket, you have to run into it to launch it. The control method is way too hard as well, using various combinations of joystick moves, ignoring the well-stocked keyboard at a stroke. Why are we forced to put up with this? (Spook fact: ignore the instructions when they say 'joystick only' – it's perfectly feasible to use keys! Just press SPACE on the main screen and there you go.)

So, not a very well put together game at all. Looks nice but is saddled with fiddly, repetitive gameplay. Ho hum.

Simon



59%

CompPilation

4-Most Super Sports

Alternative/£3.99
☎ 0977 797777

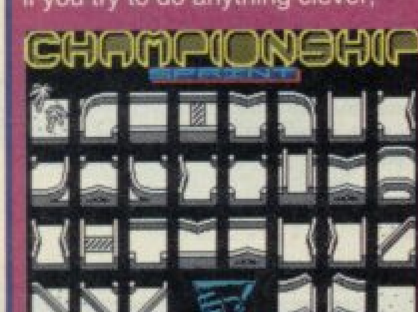
Blimey, not even room for a clever intro or anything.

Championship Sprint

A bit naughty this one – instead of getting a sequel to *Super Sprint*, you're getting exactly the same game again but with a track editor. So the game still suffers from the wondrous collision detection bug – because the programmers used attribute detection, you keep bouncing off walls that aren't there. Hurrah!

The editor's passable though a bit fiddly to use as you have to scroll through all of the blocks to get to the one you need. It also has very fixed ideas of what is an acceptable track and gets all huffy if you try to do anything clever, coming up with the message 'No way! Track does not make sense' when anyone can see it does so too. Far more entertaining than the game, anyway.

50%

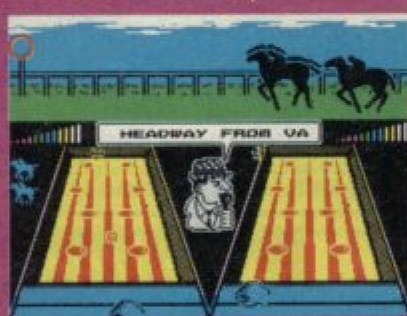


To think I went to drama school for this. Years of training just so I could write stupid captions for stupid games. Bah.

Kentucky Racing

Who comes up with these things? A conversion of the fairground game where you roll wooden balls into holes to make a plastic horse lurch along a track, this will last for marginally less time than it took to load. The actual execution is slick, with a running commentary as you pitch those balls, but why? Why? Why?

12%



Yes, somebody spent a couple of weeks writing this. Roll the ball, get it in a hole and your horse moves. Whee-doggie.

Basket Master

A great little one-on-one basketball game, this. From Spanish chaps Dinamic, it's replete with comic touches and funky bits, from the giant animated (smug) basketball player at the start to the giant animated (non-smug) action replays when someone scores. Or should that be, when the Speccy scores? Yes. It plays a very tough game, even at the Novice level, or maybe I'm just crap. Anyway, I enjoyed it hugely and a small portion more than that after roping in a second player. Tackling (or whatever) is a mite too exact for smooth gameplay, but it's polished, action-packed and fun. Zilch in the way of lasting appeal, but then there's always something, isn't there?

74%



Having again fallen for the old 'close your eyes and stand there for a bit' ploy, our hero fails to see Underhand Jim scoring.

Howzat

Oh heck. Wyvern's 1984 cricket sim lives again. A heady mixture of tables of statistics (that disappear when you choose a player to bat or bowl, so you have to write down who's good at what) and frame-by-frame graphics (after batting, you get the option to run as someone runs for the ball and chucks it back in a number of turns) it's one of those games that should have been drowned at birth. Let's face it, the only people who could possibly get any satisfaction from this tedious, rife-with-unexplained-pauses game will be out actually playing cricket, God bless 'em.

12%



The graphics for the men have popped up elsewhere. I distinctly remember them as aliens in another game, for what it's worth.

So, do I give it a high mark because of *Basket Master* and mention the others in passing? No, I think it's time for a bit of putting the foot down. Slapping together four games under a crazily dodgy banner in an effort to clear the back catalogue of crap does not make for good value for money. Buying three utterly dreadful games for the sake of one reasonably good one would be silly. Spec-chums, stand on your principles!

Jonathan



20%

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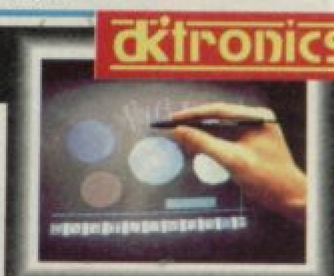
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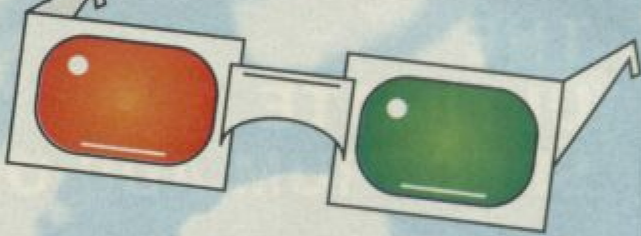
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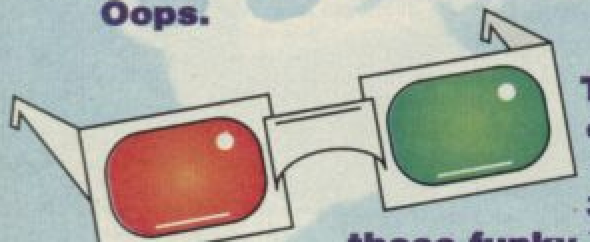
THE YS COMPLETE GUIDE TO...

3D GAMES



Oh blimey. What have I done? It seemed such a good idea at the time, to bring back the YS Complete Guides To. It was only after the cover was finished, with the Complete Guide thingy splashed all over it that I realised I'd have to write it.

Oops.



I tried asking Andy, but he just said, 'Is that by Die Toten Hosen then?' and went back to being artistic. A cursory glance through the YS back issue folders confirmed my terrible, terrible fear. There were millions of 3D games. So some sort of limitation was needed. Luckily, those funky YS Complete Guides To have one built-in. Here it is now.

DEFINITION

Right. To qualify for this guide, a game has to have 3D graphics that affect the gameplay. Window-dressing just doesn't count. And the game has to be 3D through and through. No non-3D sub-games here, thankyouverymuch. Phew. That's narrowed the field a bit. (By about 20, anyway.)

After a bit of thought, 3D games fall mainly into four categories. There's the first-person comin'-at-ya kind of 3D, which aims to transport you right inside that electronic world, or something. This subdivides into two camps – sprite-based games (like *Chase HQ* or *Super Hang-On*) and vector-based games (like *Elite* or *Starstrike*).

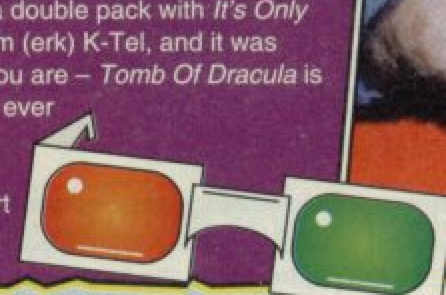
Secondly there's so-called isometric 3D – the edge-on *Ant Attack* stuff which is usually reserved for puzzley types. Leap around, push blocks on baddies, get to the next room – that sort of thing.

The third type of 3D is 'layered' where you have 2D sprites but they can move up and down ('in to' and 'out of') the screen and pass behind each other. This is by far the largest category (and one I wish I'd never included) because, as someone gleefully informed me, 'nearly everything' has sprites passing behind each other. Blimey. What have I done?

THE FIRST 3D GAME IN SPECCY HISTORY

There used to be another 3D category – mazes. Usually bashed together in BASIC, these were unspeakably boring games which challenged you to move around a featureless Hampton Court sort of affair and find the exit. Twists in this category included being attacked by something as you went, or finding ladders. In fact (sound of someone looking in ancient issue of YS) there's one in YS number one. It's called *Tomb of Dracula* and it came on a double pack with *It's Only Rock 'n' Roll* from (erk) K-Tel, and it was crap. So there you are – *Tomb Of Dracula* is officially the first ever 3D game in a quite probably utterly wrong sort of way.





Oh yes. The final category is the 'experimental' one. This is where you'll find the put-on-the-crap-glasses 3D, as well as a few, er, 'oddities' which refuse to fit neatly in elsewhere, the scamps.

Well, there you go. Sadly, no silly ratings this time (Complete Guide veterans will know what I mean) but as we standardised the blessed things ages ago, there didn't seem to be much point. If you really feel the need, you could make up some yourself, or something.

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LUMMOCKS! DUCK!

These are probably the closest to what real (ie, non gamesy) people think of as 3D. Objects hurling 'out' of the screen at your player as you bomb along at high speed. The best ones included the 'survival instinct' feature where you had the irresistible urge to hurl yourself sideways out of your chair as the asteroid or whatever came screaming at you.

Such games mostly take place in space, because thousands of tiny stars are easier to animate than the strikingly unpleasant tower blocks of Birmingham. While most of the vector (line) ones are just that – lines – a few have filled-in graphics (or shaded 3D as the proper term goes).

3D Deathchase
Micromega

Whereas games like *Elite* and *Starstrike 2* involved complex shapes banged together to produce realistic spaceships, *Deathchase* just has some very fast red squares representing trees. The survival instinct here is so high that by Level 5 you're leaping about in front of the Speccy and diving headlong to the ground in an effort to avoid chewing bark. You can even curve your shots by turning the bike after firing. (The landscape moves accordingly, y'see, so the bullet weaves all over the place.) A total 3D experience, and best played when slightly tired.



Look! Screwy Squirrel's in that tree. Tex Avery hated him, you know. Loathed Screwy. And, although the cartoons are funny, I have to say the little blighter's sniff is intensely irritating.

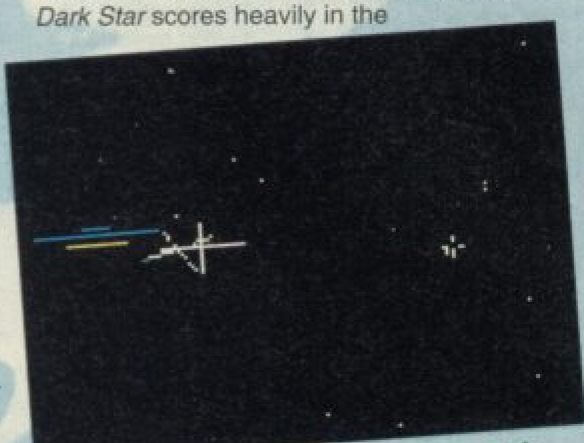
Micronaut One
Nexus

At the opposite end of the scale from the freneticism of *Deathchase* is this splendidly atmospheric chaser. A direct descendant of those dreadful maze games, *Micronaut One* plonks you in a sealed tunnel network and has you seeking out cute marshmallowy sort of things, then sneaking up behind them and zapping them with 20,000 volts. It may seem completely heartless, but if you leave them alone they breed and clog up the tunnels with webs and eggs and things.

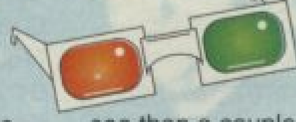
Micronaut One is claustrophobia in machine code form. The cleverly-clipped 3D tunnel lends a horribly hefty solidity to the proceedings, and the possibility of turning a corner only to come face to squirmy antennae with the not-so cute progeny of the marshmallows adds that all-important touch of helppppppppppp.

Dark Star
Design Design

A fine example of the set-in-space 3D game, with the obligatory thousands of little dots. *Dark Star* scores heavily in the



This is a tremendously exciting part from *Dark Star*. Low on energy and caught napping while hopping between planets, you're on the receiving end of a fireball. (And it looks crap! Andy)

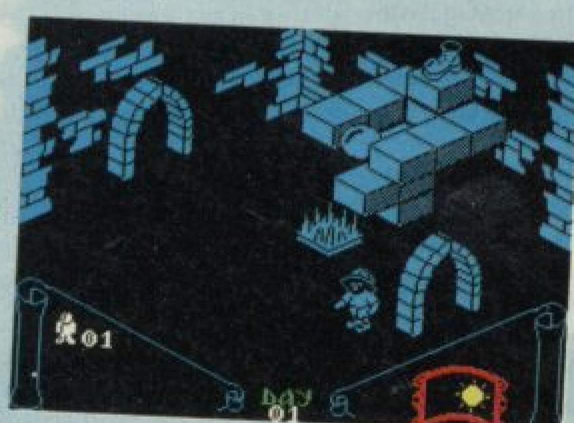


speed department and although space itself is a bit bare (not much more to see than a couple of enemy ships and the occasional stargate) when you get to a planet things just tear off the screen. You're out to liberate a galaxy from the evil reign of the Evil Lord (bit of a giveaway if you ask me, but we'll pass it by) and to do this you have to blast through the planetary defences to reach the main reactor, or something. These defences consist of towers that erupt from the ground and fire scarily noisy rounds at you (not too good) and windows in the force shield that you have to fly through to avoid losing massive amounts of energy (ugghh). Very *Star Wars*-y but faster, slicker and far (far) harder than that venerable game. Design Design, eh? True Speccy megastars, the lot of 'em.

NEW ANGLES

Isometric, or edge-on 3D, lurched into existence with *Ant Attack*, was popularised with the legendary *Knight Lore* and then was cloned to death by everyone and their cat. When the process was used properly with a good game behind the graphics things clicked in no uncertain terms (glance at the selected games down there) but mostly the lovely 3D effect was used to hide, er, nothing at all.

After three years of increasingly depressingly crap 3D games CRL put the tin lid on 'em by releasing *3D Game Maker*. Now you too could write incredibly crap 3D games! Wisely, the real programmers called it a day. Still, there were a few jewels to be found among what's probably the most oversubscribed game format in history. (An obvious lie.)



Hey! That looks just like part of my 3D Chinese wooden puzzle cube. At least I think it was Chinese. The cube reference is also dodgy. It was definitely puzzling though. And wooden.

Knight Lore
Ultimate

The game that really started it all (for some reason *Ant Attack* didn't take off), *Knight Lore* is the tale of Sabre Man's attempt to rid himself of the Werewulf's curse (from *Sabre Wulf*). The game takes place in a castle, and you've forty days and nights to find the wiz within and chuck the magical ingredients he asks for in his cauldron. Complications arise with every moonrise whereupon you turn into that blimmin' Werewulf until dawn. Complications, you see, because some of the creatures in the castle, while frightened by Sabre Man, positively love trampling all over the wulf. It's a hard life being a lycanthrope.

Knight Lore's graphics are a textbook example of how good isometric 3D can look if

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SEE!
The ritual slave dance before the ghastly jaws of the awesome stone idol!

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Speccies – Untutored! Unleashed! Uncontrolled! Uncensored!

EVERY 3D GAME EVER!*

3-Deep Space – Postem ● *3D Bat Attack* – Cheetah ● *3D Bat Attack* – Cheetah ● *3D Construction Kit* – Domark ● *3D Crab Attack* – Micromega ● *3D Deathchase* – Micromega ● *3D Game Maker* – CRL ● *3D Haunted Hedges* – Micromega ● *3D International Tennis* – Palace ● *3D Pool* – Firebird ● *3D Seiddab Attak* – Hewson ● *3D Star Wars* – Custom Cables International ● *3D Starfighter* – Codies ● *3D Stock Car* – Challenge ● *3D Tunnel* – New Generation ● *4D Timegate* – Quicksilva ● *4x4 Off Road Racer* – Epyx ● *720°* – US Gold ● *Academy* – CRL ● *Ace* – Cascade ● *Ace 2* – Cascade ● *Ace 2088* – Digital Integration ● *Ad Astra* – Gargoyle ● *Adidas Championship Football* – Ocean ● *Afterburner* – Activision ● *Alien 8* – Ultimate ● *Alien Evolution* – Gremlin ● *Alien Highway* – Vortex ● *Aliens* – Activision ● *All Or Nothing* – Abbex ● *All-American Basketball* – Zeppelin ● *Ant Attack* – Quicksilva ● *Arctic Fox* – Electronic Arts ● *Arcturus* – Visions ● *ATF* – Digital Integration ● *Attack of the Killer Tomatoes* ● *Avalon* – Hewson ● *Badlands* – Domark ● *Batman 3D* – Ocean ● *Battle Command* – Rainbird ● *Battlezone* – Quicksilva ● *Benny Hill's Madcap Chase* – dk'Tronics ● *Bobby Bearing* – The Edge ● *Bobsleigh* – Digital Integration ● *Bomber* – Activision ● *Bonanza Bros* – US Gold ● *Bounder* – Gremlin ● *Bride of Frankenstein* – 39 Steps ● *Bubbler* – Ultimate ● *Buck Rogers – Planet of Zoom* – US Gold ● *Buggy Blast* – Firebird ● *Buggy Boy* – Firebird ● *Captain Blood* – Infogrames ● *Carrier Command* – Rainbird ● *Castle Master* – Domark ● *Catch 23* – Martech ● *Championship Run* – Impulze ● *Championship Sprint* – Activision ● *Chase HQ* – Ocean ● *Chase HQ 2* – Ocean ● *Cholo* – Firebird ● *Chuck Yeager's Advanced Flight Trainer* – Electronic Arts ● *Cisco Heat* – Mirrorsoft ● *Cliff Hanger* – New Generation ● *Codename Mat* – Micromega ● *Codename Mat 2* – Micromega ● *Colony* – Bulldog ● *Combat Lynx* – Durell ● *Continental Circus* – Mastertronic ● *Crazy Cars* – Titus ● *Crazy Cars 2* – Titus ● *Critical Mass* – Durell ● *Cyclone* – Vortex ● *Cylu* – Firebird ● *Dark Side* – Incentive ● *Dark Star* – Design Design ● *Days Of Thunder* – Mindscape ● *Dead Ringer* – Reaktör ● *Death Star Interceptor* – System 3 ● *Deep Strike* – Durell ● *Defcom* – Binary Design ● *Double Dragon* – Melbourne House ● *Double Dragon 2* – Virgin ● *Double Dragon 3* –


The Creature From The Black Lagoon was one of the first 3D films, which is why it's here! (The actual first was called Bwana Devil if anyone wants to know.)

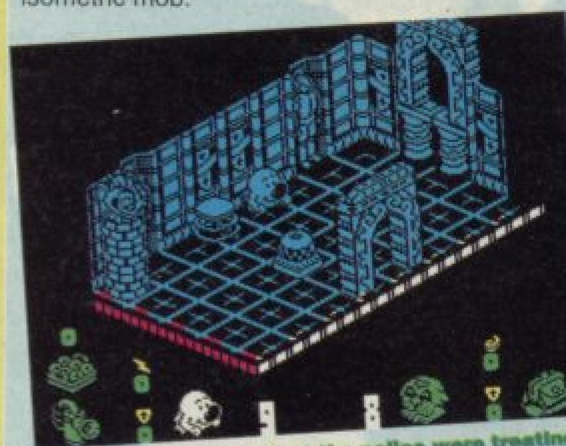
Storm ● *Dragonsbane* – Quicksilva ● *Dragontorc* – Hewson ● *Driller* – Incentive ● *Earthlight* – Firebird ● *Echelon* – US Gold ● *Eidolon, The* – Lucasfilm ● *Eliminator* – Hewson ● *Elite* – Firebird ● *Emlyn Hughes International Soccer* – Audiogenic ● *Empire Strikes Back, The* – Domark ● *Enigma Force* – Beyond ● *Escape* – New Generation ● *Escape From The Planet Of The Robot Monsters* – Domark ● *Exterminator* – Audiogenic ● *F16 Combat Pilot* – Digital Integration ● *F16 Fighting Falcon* – Mastertronic ● *Fairlight* – The Edge ● *Fairlight 2 – Trail of Darkness* – The Edge ● *Fat Worm Blows a Sparky* – Durell ● *Fighter Bomber* – Activision ● *Fighter Pilot* – Digital Integration ● *Final Fight* – US Gold ● *Flight Simulation* – Psion ● *Flunky* – Piranha ● *Flyer Fox* ● *Forbidden Planet* – Design Design ● *Friday the 13th* – Domark ● *G-LOC* – US Gold ● *Galaxy Force* – Activision ● *Gauntlet 3* ● *Gazza 2* – Empire ● *Gee Bee Air Rally* – Activision ● *Golden Axe* – Virgin ● *Gregory Loses His Clock* – Mastertronic ● *Greyfell* – Starlight ● *Grumpy Gumphrey, Supersleuth* – Gremlin ● *Gunboat* – Accolade ● *Gunfright* – Ultimate ● *Gunship* – Microprose ● *Gyron* – Firebird ● *Gyron Arena* – Firebird ● *Hampton's Caught* ● *HATE* – Gremlin ● *Head Over Heels* – Ocean ● *Heavy Metal* – US Gold ● *Hellfire Attack* – Martech ● *Hero Quest* – Gremlin ● *Highway Encounter* – Vortex ● *Hive, The* – Firebird ● *Impossaball* – Hewson ● *Incredible Shrinking Sphere* – Electric Dreams ● *Indiana Jones and the Fate of Atlantis* – US Gold ● *Infiltrator* – US Gold ● *Inside Outing* – The Edge ● *International 5-a-side Football* – Zeppelin ● *International Match Day* – Imagine ● *International Rugby Sim* – Codies ● *International Tennis* – Zeppelin ● *Italia '90* – Virgin ● *Italy 1990* – US Gold ● *Ivan Iron Man Stewart's Super Off Road Racer* – Graftgold ● *Jack the Nipper* – Gremlin ● *Jahangir Khan's World Championship Squash* – Krisalis ● *Jonah Barrington's Squash* – New Generation ● *Kick Off* – Anco ● *Kick Off 2* – Anco ● *Kirel* – Addictive ● *Knight Lore* – Ultimate ● *Knot in 3D* – New Generation ● *Komplex* – Legend ● *Koronis Rift* – Lucasfilm ● *Labyrinth* – Axis ● *LAPD* – Players ● *Last Ninja 2* – System 3 ● *Last Ninja Remix* – System 3 ● *Leaderboard* – US Gold ● *Lee Enfield is Space Ace* – Infogrames ● *Leviathan* – English ● *Light Corridor, The* – Infogrames ● *Line of Fire* – US Gold ● *Live and Let Die* – Domark ● *Lotus Ésprit Turbo Challenge* – Gremlin ● *Madballs* – Ocean ● *Magnetron* – Hewson ● *Mantronix* – Probe ● *Marble Madness Construction Kit* – Melbourne House ● *Martianoids* – Ultimate ● *Match Day* – Imagine ● *Match Day 2* – Imagine ● *Match Point* – Psion ● *Max Headroom* – Quicksilva ● *Mega-Apocalypse* – Martech ● *Metrocross* – US Gold ● *Micronaut One* – Nexus ● *Mikie* – Imagine ● *Mission Omega* – Mind Games ● *Molecule Man* – Mastertronic ● *Motorbike Madness* –



properly applied. Chunky, smooth and with spot-on definition, there are none of these dimension-wrenching perspective flaws that the later games tended to have. The gameplay's pretty funky as well – plenty of puzzles, plenty of creatures to avoid and some tasty little traps chucked in here and there for variety. (The best of these have to be the ceiling traps – certain rooms have spiked balls hanging from the ceiling and as you pass near them they fall down. The only thing to do is motor on through and hope you make it. Terrific!) A bumper parcel of fun. And the wulf transformation sequence stands out as one of the triumphs of Speccy humour, or something.

Head Over Heels
Ocean

Fiercely defended as one of the three best ever Speccy games its mixture of tricksy puzzles and twitchy reaction dangers lifts *Head Over Heels*, er, head and shoulders above the rest of the isometric mob.


Norman's suspicions that the police were treating him somewhat off-handedly were first aroused by the shabbily-organised identity parade.

In a beautifully inspired move, you play two characters – Head and (yes!) Heels. Head can fly but is slow, Heels can't but shifts like a sprinter and between them there's nothing they can't do. The only problem is getting them together in the first place. The programmers lead you by the nose around the map, up hill and down dale to that fabled Market Place where the two heroes can join up, take a breather and then tackle the second half of the game. And the great thing is, you don't notice that everything's so linear. You're too busy appreciating the finer points of the gameplay, like the rooms where you bump against control sticks and move a creature around to solve the puzzle for you, or the upsettingly well-planned traps that get you every time but have you crying in frustration when you solve them because they were *that* obvious.

Big, bold and, by jingo, a cracker of a game that only narrowly avoided being called *Foot and Mouth*. Phew, eh?

LAYERS UPON LAYERS

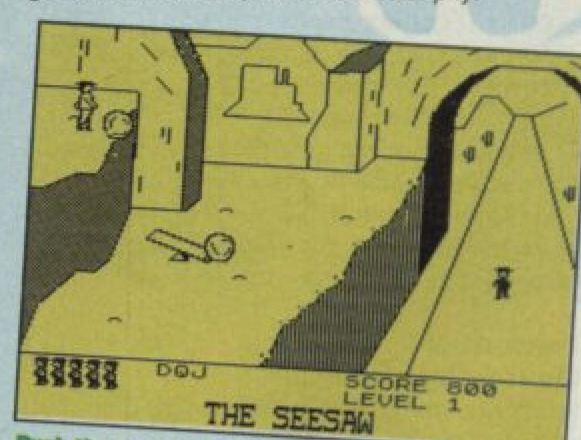
Ah. The dodgy one. Technically, layered games are 3D (things go in front of and behind each other) so I've got to cover them. Sob. Things really got moving with *Popeye*, the amazingly large-graphicked collect-'em-up where the trick was to be on a different bit of the screen to Bluto, and suddenly! you couldn't move for the vast number of trogging-all-over-the-screen beat-'em-ups. Anyone for *Golden Axe* and the like? (Er, no thanks.)

Cliff Hanger
New Generation

Occasionally there's a great game that for some reason or another doesn't do as well as it should. *Cliff Hanger* is a case in point. Genuinely funny, genuinely original, genuinely logical, er, genuinely filled with spelling errors, it sold all of 16 copies. A genuine tragedy.

Road Runner, that's *Cliff Hanger*, except instead of RR there's a six-gun-toting bandito, and instead of Wile E Coyote there's you. Each of the, oooh, umpteen single-screen levels presents you with a Jonesish collection of rocks, seesaws, rail carts, bombs, levers, trapdoors, rocket packs, cannon, boomerangs and other such paraphernalia. The object is to put them all together and squash the bandit before he passes through the valley and reaches the town. Things start easily – a rock and a cliff, push the rock off the cliff and there you go – but soon escalate into brilliantly complicated set-ups. (Bouncing on to a seesaw then leaping to the other end as the rock you catapulted into the air comes down again, twanging you up once more, to finally thump down and send the rock arcing over to the valley below?) Everything works just as it should do – you push rocks by moving against them, trip switches by pushing them, hit buttons by pressing fire, duck after throwing a rogue boomerang by pressing down – marvellous! And perspective is used craftily – trying to judge the path of a boulder or one-ton weight is fiendishly difficult.

The sheer invention of the game keeps you plugging away to see the next screen, and the violent comedy works extremely well. If Cliff stumbles over a cliff, he pauses in mid-air, looks down, registers and crashes to the ground. Miss the bandit and Cliff shakes his fist, get him and our hero jumps for joy. The one fly in the eye is the bug on the Apollo 13 screen, rendering the game unfinishable, which is a total pity.



Push the rock on to the seesaw and the other boulder will be propelled upwards, over and down on to the villain. Sorry, but no YS caption can possibly be funnier than the game itself. Ha ha!

Friday the 13th
Domark

Despite a commitment to impartiality and objectivity, this YS Complete Guide To seems to have ended up praising every featured game to the skies. Time for a change of pace, methinks. Time to bring out *Friday the 13th*. From Domark's notorious 'crap' period, the game of the commercial exercise stars you as one of eight happy campers, and the killer from the film (Johnny or Sebastian or something) as one of the others. The object is to discover the identity of the killer and knock him off before he

gets to the others. The holiday camp encompasses such delightful areas as an archery course, a farm, a barn, a, church and some trees, and scattered around the place are various nasty weapons.

Okay. Now I have to admit that the idea is sound. Lots of jogging around, maybe sticking close to one of the campers to see who approaches, maybe throwing caution to the winds, grabbing the chainsaw and going on the offensive – everything's there for a massively entertaining war of nerves.

Er, oops.



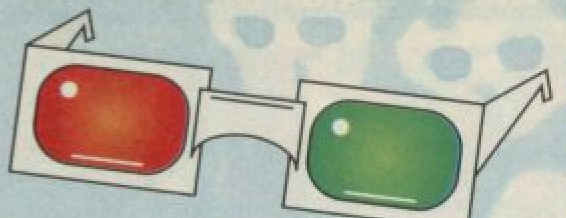
As the two esquimaux wandered uncertainly in the direction of the South Pole, Timothy Wilbins attempted to sell his chainsaw to a stick.

STRANGE! UNEARTHLY! UNUSUAL!

And finally, clumped together under this natty catch-all term are, er, the ones that wouldn't easily fit in with the others.

Stereoscopic Television
PW Marketing

By far the strangest of all is something called *Stereoscopic Television* which is (as far as I can make out from the ad, which is all that survives) just a slideshow of 3D'd pictures which you had to view wearing those funny glasses. It certainly looks crap anyway. The back page ad (Your Spectrum number 21) shouts things like 'See! Incredible images that leap off the screen in stereoscopic 3D!' and 'Use your spectrum to explore the fantastic world of 3D television, see true STEREOSCOPIC (3D) IMAGES that appear both in front and behind the surface of your television screen. Explore the future of new technology with these fantastic. ELECTRONIC HOLOGRAMS' and seeing as how the grammar's wrong and there's no capital letter on Spectrum it's stupendously obvious that the same ad appeared in mags for other computers with C64 or Amstrad bunged in instead. Anyway, *Stereoscopic Television* cost only



£9.99 (with free fact pack!) and if you were that desperate you could send off for a free 3D poster which needed a 99p pair of cardboard glasses to view properly. PW Marketing, eh? Whatever happened to them? And what did the PW stand for?

VU-3D
Psion

Forget *3D Game Maker* or *3D Construction Kit.* If you want to play around with 3D objects, *VU-3D* is your prog. Touted as 'a design and modelling program in three dimensions', *VU-3D* boasts an extensive library of features such as 'rotate', 'shade' and 'quit'. The idea is that you build up your shape in wireframe, then select a light source and direction, and lo! one fully-rendered object (or whatever the buzzword is).

VU-3D is a hugely fun program, which is why it's here in the Complete Guide To 3D Games. With many variations on the basic theme of drawing, such as 'fathoming out the instructions' and 'trying to draw anything more complicated than the demonstration goblet without the program stopping with an out of memory message' it knocks spots off any of those trendy progs that were to follow. Spectacularly useless.

Wanderer 3D and 3-Deep Space
Elite and Postern

Ah. Ironically, I haven't been able to find copies of these games to take a couple of screenshots from, so you'll have to use your imagination. *Wanderer* (allegedly written by Design Design if my memory serves) was yer basic fly around and shoot things in space game, but – yes! – there was an option to surround all the red vector graphics with an off-centre blue line, thus launching you into the thrilling world of true 3D, as long as (a) you were wearing the crap glasses, and (b) you managed to get past the thundering migraine/small miner battering away at your eyes with a diamond drill stage.

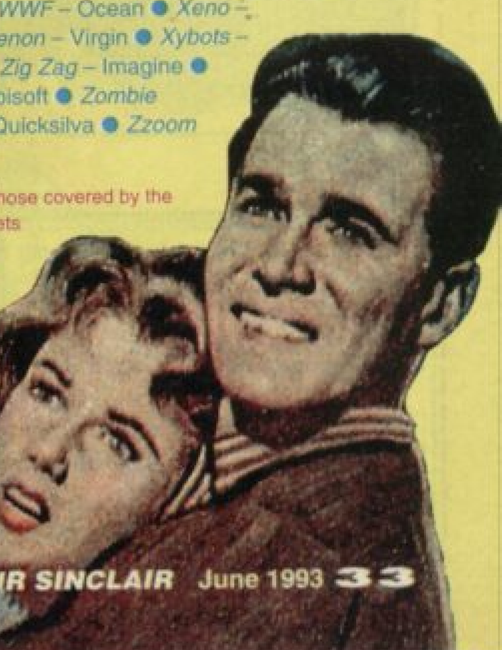
3-Deep Space was exactly the same, only more so and a couple of pounds more expensive. However, it was written by Mike Singleton, who went on to write *Lords of Midnight*, so there's one man who learned his lesson.



Mastertronic ● *MOVIE* – Imagine ● *NARC* – Ocean ● *Narco Police* – Dynamic ● *Nebulus* – Hewson ● *Neighbours* – Zeppelin ● *Nether Earth* – Argus ● *Nigel Mansell's Grand Prix* – Martech ● *Nigel Mansell's World Championship* – Gremlin ● *Night Raider* – Gremlin ● *Nightmare Rally* – Ocean ● *Nightshade* – Ultimate ● *Operation Thunderbolt* – Ocean ● *Operation Wolf* – Ocean ● *Orbix the Terrorball* – Domark ● *Out Run* – US Gold ● *Out Run Europa* – US Gold ● *Overlander* – Elite ● *Pacmania* – Gremlin ● *Paperboy* – Elite ● *Paperboy 2* – Mirrorsoft ● *Paris to Dakar Rally* – Codies ● *Pedro* – Imagine ● *Pentagram* – Ultimate ● *Phantom Club, The* – Ocean ● *Ping Pong* – Imagine ● *Plasma Ball* – Atlantis ● *Pole Position* – Atarisoft ● *Popeye* – dk'Tronics ● *Popeye 3* – Alternative ● *Pro Skateboard Sim* – Codies ● *Prohibition* – Infogrames ● *Pyracurse* – Hewson ● *Quazatron* – Hewson ● *Rally Driver* – Alternative ● *Rasputin* – Firebird ● *RBI 2* – Domark ● *Red LED* – Starlight ● *Red Scorpion* – Quicksilva ● *Rentakill Rita* – Mastertronic ● *Renegade* – Imagine ● *Renegade 3* – Ocean ● *Return of the Jedi* – Domark ● *Revolution* – Vortex ● *Ring Wars* – Cascade ● *Road Runner* – US Gold ● *Road Wars* – Melbourne House ● *Rock 'n' Wrestle* – Melbourne House ● *Rogue Trooper* – Piranha ● *Rommel's Revenge* – Crystal ● *Room 10* – CRL ● *Rugby* – Blue Riband ● *Sailing* – Five Ways ● *SAS Operation Thunderflash* – Sparklers ● *Sharkey's Moll* – Zeppelin ● *Shockway Rider* – FTL ● *Sigma 7* – Durell ● *Skate Crazy* – Gremlin ● *Skateball* – Ubisoft ● *Ski Star 2000* – Richard Shepherd ● *Skull* – Games Machine ● *Skull and Crossbones* – Domark ● *Skyfox* – Ariolasoft ● *Skyranger* – Microsphere ● *Snodgits* – Firebird Sparklers ● *Snow Strike* – Epyx ● *Sophistry* – CRL ● *SOS* ● *Soviet Fighter MiG 29* – Codies ● *Space Crusade* – Gremlin ● *Space Gun* – Ocean ● *Space Racer* – Loriciels ● *Sphinx Jinx* – Incentive ● *Spike in Transilvania* – Codies ● *Spitfire 40* – Mirrorsoft ● *Spy vs Spy* – First Byte ● *Spy vs Spy 2* – Wicked ● *Spy vs Spy 3* – Wicked ● *Star Raiders 2* – Atarisoft ● *Star Runner* – Codies ● *Star Wars* – Domark ● *Starfox* – Ariolasoft ● *Starglider* – Firebird ● *Starglider 128* – Firebird ● *Starglider 2* – Rainbird ● *Starion* – Melbourne House ● *Starstrike* – Realtime ● *Starstrike 2* – Realtime ● *STUN Runner* – Domark ● *Stunt Car Racer* – Microstyle ● *Super Hang-On* – Electric Dreams ● *Super Monaco Grand Prix* – US Gold ● *Super Soccer* – Imagine ● *Super Sprint* – Activision ● *Supertrux* – Elite ● *Sweevo's Whirled* – Gargoyle ● *Sweevo's World* – Gargoyle ● *Target; Renegade* – Imagine ● *Terrahawks* – CRL ● *Terror of the Deep* – Mirrorsoft ● *Thunder Blade* – US Gold ● *Tilt* – Codies ● *Time Machine, The* – Activision ● *TLL* – Vortex ● *Tomahawk* – Digital Integration ● *Top Cat in Beverly Hills Cats* – Hi-Tec ● *Total Eclipse* – Incentive ● *Toyota Celica GT Rally* – Gremlin ● *Trailblazer* – Gremlin ● *Trap Door* – Alternative ● *Triaxos* – 39 Steps ● *Turbo Esprit* – Durell ● *Turbo Out Run* – US Gold ● *Twister* – System 3 ● *Vectron* ● *Vendetta* – System 3 ● *VU-3D* – Psion ● *Wanderer* – Elite ● *WEC Le Mans* – Ocean ● *Where Time Stood Still* – Ocean ● *Who Dares Wins 2* – Alternative ● *Wolfan* – Bulldog ● *WWF* – Ocean ● *Xeno* – Argus ● *Xenon* – Virgin ● *Xybots* – Domark ● *Zig Zag* – Imagine ● *Zombi* – Ubisoft ● *Zombie Zombie* – Quicksilva ● *Zzoom* – Imagine

*Except for those covered by the Official Secrets Act.**

**Not really.



HOW TO WRITE A 3D GAME

1. Read up on the theory behind 3D graphic design.
A good, hefty textbook from the local library will help, although you'll probably need to order a specialised '3D Algorithms' volume. The library staff will help you with this.

2. Practise coding until you are proficient.
Again, a textbook can teach you a lot, but there's no substitute for coding.



Tackle simple tasks at first, such as moving sprites, before moving on to the actual 3D.

3. Give it a good name.
3D Something is usually a good bet.

And there you go! Simplicity itself. Oh, and here's a little tip from the experts – remember that expressing an object as a data table is far faster than calculating each position in real-time.

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84 DEC ONo YS84
On the tape – complete game of *The Light Corridor*. Plus! *Bored of the Rings Part One*, and playable demo of *Sergeant Seymour*. Inside there's a *Crystal Kingdom Dizzy* review and the first part of Steve's Programming Launderette.



85 Jan ONo YS85
With *Guardian 2*, the *ZIP BASIC Compiler*, *Shock* megademo and *Bored of the Rings Part Two* all on the tape. And! A free tape head cleaner. Inside: the Beyond Belief story and *Football Manager 3* reviewed.



86 Feb ONo YS86
Fun-filled tape includes the incredibly smart *Turbulence*, the final part of *Bored of the Rings* and a reader game called *Hexcellent*. Ace, eh? Inside there's a round-up of the year and *Robin Hood: Legend Quest* gets the once-over.



87 March ONo YS87
What a tape! It's got *Rebelstar*, *Soldier One* and *The Pathetic Pablo Bros*. Plus! A demo and a couple of utilities. Inside you'll find *Nigel Mansell's World Championship* and *Street Fighter 2*. A fruity pear of an issue!



88 April ONo YS88
Kill your friends! (Not literally.) Two-player *Rebelstar* is on the tape (along with a load of other stuff) while *DJ Puff* and new machine code column Ooh, Sourcey! brighten up the mag. There's also a Sylvester McCoy interview. Bwah!



89 May ONo YS89
Get some education! Playdays reviewed inside, with the evergreen *Chaos*, *Ano Gaia* and *Music Synth 48K* on the outside. (On the tape, clot.) Plus! Dial Hard, our new comms column. And! No mention of Richard Stilgoe.

Dash down your name, address and the order number of the issues you want and send along with a cheque/PO made payable to Future Publishing Ltd to:
YS Back Issues, Future Publishing, FREEPOST, Somerton, Somerset TA11 7BR.

CUNNING CROSSWORD CLUES!

ACROSS

1. Game based around fad toys, recently re-relased by Alternative and – gasp! – Stuart didn't like it. (5)
3. Vehicle simulated by Codies in their *Kikstart 2* clone. (1, 1, 1)
5. Insect-plagued blaster on an old YS tape. (5)
6. Er, er, the direction of vertical scrolling. (2)
8. The world to save (yawn) in *Slap Fight*. (4)
9. The land where the shadows lie. (6)
11. The Russian plane you get to fly in Codies' *Afterburner* rip-o... er, tribute. (3)

DOWN

1. Dizzy's mortal foe. (4)
2. Rockford collects these. (8)
4. Original name for Players' *Mutant Fortress – Muties Stole My...* (5)
7. Surname of the dude behind *Firelord*. (4)
10. Initials of Mirrorsoft's dead head. (1,1)

That Leigh Loveday, eh? Send your answers to YS June Crossword, YS, 30 Monmouth St, Bath BA1 2BW. The winner gets some YS goodies of a probably T-shirty nature.

Zucchini!

KILLER KOLUMN FROM OUTER SPACE!

Double-Plus Good

Just a brief note to say that the **Making Of Hitchhikers Guide To The Galaxy** video is fabulous; much, much better than you might expect. So if you know where your towel is, go and buy it!

Dwarf Moved

If you're the impatient sort, and you're a Red Dwarf fan, may we request that you don't bite the corners off this issue of YS in frustration after reading the next story – leap up and down on a copy of the TV Times instead. (If you find one with Jeremy Beadle on the cover it's especially satisfying.) Because although by the time you read this **Red Dwarf 6** will have finished recording (in front of a 'liiiiiive audience' as they like to say on US sitcoms) the series won't be shown until the Autumn! Apparently the BBC want to make of the most of the bigger audiences they get later on in the year after the weather turns, or something.

There may be some major changes on the way for the series. Apparently, there will be a running story throughout the six episodes about losing the ship and having to recover it (which means that Holly probably won't appear at all). The series should also see the return of Lister's fave groovy chick Kristine Kochanski!



Look! The little red light is on. Quick – start acting! Wave your arms dramatically and do that funny thing with your nose the audience loves.

The other bits

A few snippets that might whet your appetite (or give you indigestion, we don't care, we're that 'ard).

- Meryl Streep is to star in a big screen version of the '60s comedy show **Bewitched**.
- Russell Mulcahy, the director responsible for Highlander (hurrah!) and Highlander 2 (boo!) is to direct a film based on the '50s superhero **The Shadow**.
- **Doorways** is a new US TV series about parallel universes. A special two-hour European version of the pilot has been made so we should get to see it quite soon. Unlike Deep Space Nine.
- The BBC are to adapt the children's supernatural Arthurian time travel tale **Earthfast**. Anyone remember the Doctor Who story Battlefield, by the way?

STAR TREK: THE NEXT FILM

More rumours about the next Star Trek film suggest that it will feature the cast from **The Next Generation** only. This ties in with other rumours that the seventh season of the TV programme will be the last and much shorter than the others. And all because certain members of the cast want to go off and do Shakespeare, Chekov (I'll resist the obvious joke) and stuff like that to prove that they're real 'aK-Tours'. ETA of the film at the moment is Christmas '94.



'It's a sort of museum, you see. Over here we have Chekov's original accent and Kirk's hair.' 'Wowee.'

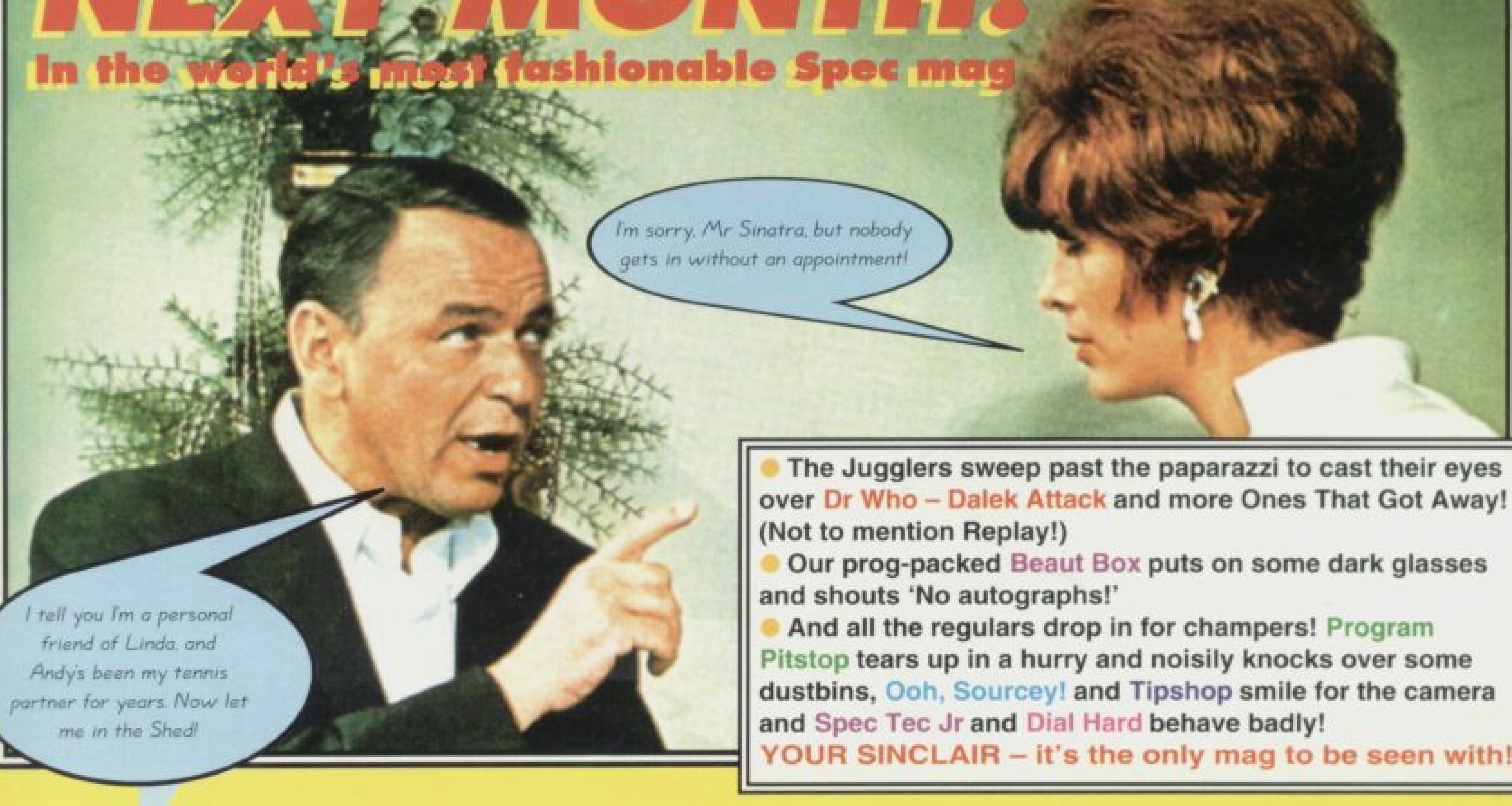
The Incredible Journey

The classic Jules Verne novel **Journey To The Centre Of The Earth** has been adapted as both a feature film and a US TV film. Apparently the cinema version will be lucky to see the light of day (people who've seen it say it's pretty dire) while the producers of the proggie hope to expand the idea to a whole series.

Dave Golder

NEXT MONTH!

In the world's most fashionable Spec mag



- **The Jugglers sweep past the paparazzi to cast their eyes over Dr Who – Dalek Attack and more Ones That Got Away! (Not to mention Replay!)**
- **Our prog-packed Beaut Box puts on some dark glasses and shouts 'No autographs!'**
- **And all the regulars drop in for champers! Program Pitstop tears up in a hurry and noisily knocks over some dustbins, Ooh, Sourcey! and Tipshop smile for the camera and Spec Tec Jr and Dial Hard behave badly!**

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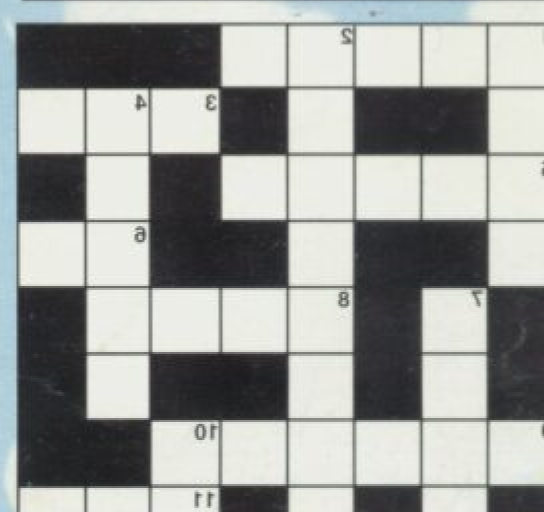
GADZOOKS!
The +3 Musketeers ride again!

IT'S THE YS COMPLETE GUIDE TO

3D GAMES

FAR OUT, MAN!

It's the equivalent of the little fridge light, this message. No, really. I mean, does it continue to exist when the tape is obscuring it? Obviously you can read this at the moment, because the newsagent is keeping the tape safe. (I'd go and ask for it if I were you – it's got the Number One Game of All Time slumbering within.) However, once you put the tape on this small black box, is this writing transported to another dimension? It's a fascinating philosophical conundrum.



Extrude to page 34

Those daring **Simpsons** save the world ● Keep in trim with **4-Most Super Sports** ● It's a Ones That Got Away spectacular! **Superted**, **Spy vs Spy 2** and **Moving Target** dodder into view ● Make all the right connections with **Dial Hard** ● **Adventures** goes out with a bang ● **Professor AJP Taylor** examines the dissolution of the monasteries ● Er, not really

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